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## YOU STAR IN THE GAME...

## 4 <br> 

EXPERIENCE THE HORROR

- AS YOUUR DREAMS TURN INTO

HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -
. YOU'RE NOT YOU $Y^{\text {oure }} \mathrm{M}^{\text {E }}$

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION. STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
○P




# COMPS-A-GO-GO! COMPUTER 

 SHOPPERAMA! IT'S DEM HOTLINES ${ }^{\text {t mis out }}$, ynoupper AGIN! HOTLINES

up, and ring the sunce to win | 26 |
| :--- |

## THE C+VG CHALLENGE!

At last, the Challenge is on! And to start the ball rolling, we bring you the full report on the International Video Games Championships, held at last month's Computer Entertainment Show at Earl's Court!


THE CORPS!
The astonishing four-page conclusion (honest!) - will the Corps be able to save themselves? Or will they become a barbecued battalion?

# REVEWED HSS WONTH NOVEMBER No. 108 

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 <br> <br> RATINGS}

EVIEWS INDEX

When a game is reviewed, we give ratings for five dilferent criteria:

## GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? is the animation realistic? This mark covers all visual aspects of the game.

## SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are Inappropriate.
VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

## PLAYABILITY

This telts you how addictive and enjoyable the game is . the higher the rating is, the more playable the game is.

## OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

## 85+

A C+VG HIT! An outstanding game that shouldn't be missed.

## 70-85

A very good game that missed out on a higher accolade due to minor discrepancies.
Should definitely be tried,
though.

## 55-69

Average to fairly good. Could still appeal to fans of the genre.

## 40-55

Below average to average.
Generally a disappointment.
15-39
Generally a poor game that mightn't even appeal to the most ardent fans.
14.

Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE

 REVIEWERSJULIAN RIGNALL
$\mathrm{C}+\mathrm{VG}$ 's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.
PAUL GLANCEY He loves games requiring brains, but doesn't mind the odd blaster.

## ROBERT SWAN

He's easy to please and will play anything, but loves a good tlight sim.
RICHARD
LEADBETTER
C+VG's new kid on the block has "the right stuff" for most games, but prefers to "hang tough" with a good beat 'em up.


## REVIEWS

SPECTRUM
DRAGON BREED RUFF AND REDDY GO-KARTING RALLY ACE/ACE 2 UN SQUADRON

## C64

DRAGON BREED
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player racerl
SPINDIZZY 2
GERALD's back, and he's better than ever, in Activision's 16 . bil sequell

## BADLANDS

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Become that wacko Jacko person, and strut your funky stuff with this e-maring Megadrive HITI
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The brillo PC Engine version of the Tengen coin-op gets a HITI
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## LOVED ME

Domark's letest Bond venture and it's the best of the lotI
VOODOO
NIGHTMARE
103
Palace bounce back with a tale of the Congo, and geta HITT in the bargain!


## Touricment colf



## WERE YOU THERE?

For those of you that missed last month's CES at Ear's Court, where were you? We were there, and so were those wacky Turtles, along with RoboCop, Frank Bruno, Esther Rantzen, Betty Boo and many others (where were Iron Maiden? - Rob). Amongst many of the events happening was the International Video Game Championships (see the feature later in this ish), as well as Gremlin's Lotus Esprit Turbo Challenge, with a massive two-seater console and steer ing wheels!


DOMARK'S COIN-OP CAPERS

Domark have just announced they have grabbed the licences to four new Atari coin-ops, to be published on the Tengen label during next year. The four are: Skull and Crossbones (a pirate adventure). Hydra (RoadBlasters on water), Thunderjaws, and RBI Baseball II. As far as Atari's newest coin-
ops, Pit Fighter (a beat 'em up with digitised graphics and sound for added realiem) and Pace Drivin (the sequet to Hard Drivin', with new tracks and cars) are concerned, check the pics out on this page. No news of those being snapped up yot, but you can rest assured we'll keep you informed.


Rad Gravity (a cartoony sort of arcade adventure set in space) and Ghostbusters II (a shoot 'em up based on the fitm of the same name). We've had an early look at both of them, and both of them look peachy-keen, but, again, for the final verdict check out the reviews in $\mathrm{C}+\mathrm{VG}$ early in '91

## COMPUTER SHOW OR MOTOR

 SHOW?With the amount of motor cars on display at the CES show, you could have easily been fooled that you were walking around a motor show. Resplendent on the US Gold stand was a brand spanking new Lamborghini (why, we don't know) and Gremin had a large, shiny red Lotus Esprit SE (to tie in with their license - see the review later in

this ish!) and the 500cc Suzuki bike that Kevin Schwantz rode at Donnington and slung down the road the follow. ing week (although the mechanics had got it all fixed and bright ' $n$ ' shiny specially for the show). A NASCAR automobile was gracing a distributor's stand to promote Mindscape's Days of Thunder and there was also a rally Porsohe, just parked by the main stage - what that was representing is anyone's guess.

Show trivia fact: the most valuable single item at the show was Kevin Schwantz' Suzuki bike - worth a cool £250,0001

## PC, OR NOT PC

Last month, you'll remember that we announced Digital Entertainment were promoting the PC Engine for the TurboGrafx 16 as itll be known in this country) on behalf of NEC, as well the hand-held version, the TurboExpress (which can use the same software as its big brother, and will be available in the first quarter of next year - yeehahl). Digital will be releasing a wide range of

games with the TurboGralx, including Blazing Lasers (Gunhed), Bonk's Adventure (that's PC Kid, before you get any funny ideas), R-Type, TV Sports Footbatt, Alien Crush, Pac-Land, Legendary Axe, Galaga '90 and a whole lot morel No price has yet to be established, but the TurboGrafx'll probably set you back around $£ 180.00$.

## MICROPROSE SHOWS ITS TACKLE

MicroProse were plugging their new stuff for Christmas, including Knights of the Sky (a Wings-type WWI simulation), Rick Dangerous II, M1 Tank Platoon for the ST and Amiga, and a

whole bundle of other neato stuff. They also had a gob-smacking F15 Strike Eagle coin-op on the sland, set on free play! This caused large amounts of chaos, especially when we tried to get Richard off the flippin' thing - check the pic outt (I don't care, I was enjoying myselfl - Rich).

## A 'BOYIN THE HAND...

At the CES, Nintendo were plugging their Game Boy, now officially available in this country and the Mutant NES Pack, containing the Nintendo console and a copy of Teenage Mutant Hero Turtles (hardly surprising). The Game Boy will retail for a grand total of 869.99 (the pack includes a two-player adaptor, stereo head-

phones, a copy of the utterly brilliant Tetris and batteries), and there are six games available for it, including Super Mario Land (yaaayl), Golf and Solar Striker. Mario himself made an appearance, along with the very interesting Miss Nintendo, and was seen on many occasions strolling around the show.

## SEE SEGA

Virgin Games (who used to be Virgin/Mastertronic), and Sega were a very strong force at the show, showing off the Megadrive, which has finally been officially released in this country. The first batch of Megadrive games were also on display, as well as loads of new Master System goodies. On the computer front, the 16 bit versions of Golden Axe were on display (looking pretty dashed sexy loo), as well as versions of the soon-to-be-released Judge Dredd, and the superlative Super Oth-Road Racer.

## SUPER FAMICOM FROLICS

Mirrorsoft have managed to grab the licence to write and publish software for Nintendo's eagerly-awaited Super Famicom, and their wacky puzzle game Bombuzal is to be one of the

first batch of games to be launched in Japan on October 21st.

On October 22nd, the first imported machines will doubtless be on sale in the UK. In Japan the machine is to sell for around $£ 120$, but only time will tell what kind of markup the importers will impose on the machines they sell. However, having seen preview pics of stuff like Strider (looks amazing), RType II (looks even more amazingl) and Super Mario 4 (gibberl), it definitely looks like a machine that will be giving the Megadrive and PC Engine a run for their money.


## A NEW KIND OF MAGIK

Tecmagik are a new force in the software industry, and they certainly aren't hanging about! They've already signed up with Sega to release three titles for the Master System - the brill PacMania, Shadow of the Beast (ooht), and the mega God-sim, Populous! Quite how Tecmagik intend to cram ali of this fantastic loveliness into the SMS is yet to be seen, but according to their PR person, Nikki Hemming, all three should be out some lime nexi year, and "should be nothing short of amazing". We reserve judgement on that, but all the same, it should be rather interesting, eh?

## STAVVY'S BACK IN TOWN

Remember Stavros Fasoulas? The C64 wiz behind such classics as Delta, Sanxion and Quedex? Well. atter his stint with the Finnish Army (doing his National Service), a period of body building training, and writing a science fiction novet, he's back on the programming scene, and is now in the middle of writing a brand-new shoot 'em up for the Amigat He's not giving any detaits away at the moment, but you can bet your bottom dollar that it's bound to be nothing short of amazing. As soon as we have any more info on t, you'll be the first to know


After reading our review of the superb Plotting (which received a whopping $94 \%$ in issue 106), those lovely people at Ocean took the hint, and are now releasing versions for the Spectrum and C64! Due to be released any day now. Plotting should be $£ 9.99$ for both machines, so keep your eyes on the Updates section for a review. That's C+VG for you - a force to be reckoned with!



## WHERE'S THE SPECIAL TURTLE STICKER?

As you may have read in the MegaBook 90 attached to the cover of last month's C+VG, the competition to win a Teenage Mutant Hero Turtle coin-op involved sticking two special Turtle stickers on to the entry form which will be printed in the December issue. The sticker in question was in fact the number four (four turtles, see?) on the sticker sheet, so cut it, and the one from this issue, out, and keep both stickers safe untif next month. For those of you that were daft enough to throw the backing sheet away, pound your head against the nearest wall several times, and say " must not throw anything away that C+VG are kind enough to give me*.


## THIRD LAST NINJA

After the phenomenal success of Last Ninja and Last Ninja Il on the 8 bit computers, System 3 are now about to unleash Ninja Remix and Last Ninja III. Ninja Remix is aimed at the new generation of C64 owners, and although the actual game is exactly the same as Last Ninja II, the music on all seven levels has been remixed and an enhanced status area and an 'exciting film-like animated intro' have been added. Remix will be available for the C64, Spectrum and Amstrad real soon. for $£ 9.99$ cassette and $£ 14.99$ disk so keep reading the Updates section for a review.

Meanwhile, Ninja IIt is set in Tibet, where five shoguns are terrorising the population with their mystic powers. Once again, it's up to Mr Ninja to sort the problem out in his usual puzzle-solving, butt-kicking fashion. This latest instalment has been put logether by Robin Levy who was one of the team behind Thalamus' scintillating shoot 'em up. Armalyte, and his superb

graphics make Ninja III look something really special as you can see from the screenshot.

However, there's always a price to be paid for quality and Ninja III will be appearing on cartridge only (so it will be compatible with the new Commodore C64GS console) priced at £24.991 This means no long-winded multiloads, and much to System 3 boss, Mark Cale's, satisfaction, a decreased risk of piracy. Other companies seem to concur with this strategy, one example being Ocean, whose Commodore version of Special Criminal Investigations will also be cartridge only!

## NO MORE MEAN MACHINES?

The more observant among you may have noticed that the Mean Machines section no longer appears on the Contents pages. The reason lor this is twofold - firstly, we're integrating the console reviews into the rest of the mag. so the number of console reviews isn't restricted to a few pages in the back of the mag any more - so that means more consoles coverage.

And secondly, we are proud to announce the arrival of the definitive console mag - Mean Machines. Yep, at tast, console owners are going to have a mag all of their ownl Featuring all the latest in the console world, Mean Machines will cost $£ 1.75$ and should already be gracing the newsstands als you read this. Don't miss it, console fans!

## BITMAP BROTHERS TURN RENEGADE

Instead of just producing great games and letting other companies take a cut of the cash, the Bitmap Brothers (producers of Xenon II and Cadaver) have decided to start publishing their own titles under a new label, Renegade. Two games are currently under production for release early next year, and they are a jolly arcade adventure entitled Magic Pockets and a hack-and-slay extravaganza going by the name of Gods.





I've "spotted the difference" so here's my name and address!
NAME $\qquad$
ADDRESS $\qquad$
............................................................................
TEL

Hey! You! Yes, you, sitting there, reading this mag! Do you know what's going on between December 6-9, at the Wembley Conference Centre? The Computer Shopper Show 90, that's what! Over 200 companies will be there (gasp!), including Ocean, Sega, Nintendo and Atari (in the shape of their software arm, ARC)! To celebrate this, C+VG, Computer Shopper, Andromeda Software, Anco, ARC, Sega, Nintendo and Ocean have teamed up to bring you the most AMAZING megacompo!

What's the prize? Well, the winner will be provided with a supermarket trolley, and given two minutes to dash around the contributing exhibitors' stands in the entertainment hall, grabbing all sorts of goodies on the way! Just think - a trolley piled high with a Sega Master System, a Nintendo and loads of lovely games! And all for FREE!

Right, you can peel yourself off the ceiling now, and listen up, 'cos here's how to enter. On this page are two cartoons depicting the moments of frantic amusement the winner will experience at the show. But before anyone starts accusing us of printing the same picture twice or something (as if that could ever happen!), have a closer look because lovely art person, Andrea, has made ten fiendishly subtle changes to the pic on the bottom. Scrutinise the fixed pics, and then "ring the changes" on the bottom one, cut it out (or photocopy it, then cut it out) and send it to:

THE COMPUTER SHOPPER FREE-FOR-ALL, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Get your entries in by 15 th November, as that's when we'll be pulling the winning entry and those of the three runners-up get who each get a free pair of tickets to the show!


# WIUENIETIII 

 THIS COMPUIER Is 1 II ARCLINE Fibirille To 6 EI OUI.Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.
And a few robots. And stacks of superheroes. In fact, a whole arcade full of games just waiting to be played.*
Because even though the 6128 Plus and 464 Plus are both serious computers (with free 'BASIC' programming language) they' re both ready for fun whenever you are.
Whether you choose the advanced, disk driven 6128 Plus or the cassette drive 464 Plus, you'll lowe the superb graphics palette, the stereo sound and your own paddle for total playing control.
Both computers also take instant loading ROM cartridges, so you get instant access to top rated games from the best software houses in Europe.
And they're both compatible with hundreds of CPC titles on disk and cassette.

You'll also get straight into the great high speed car game 'Burnin Rubber' because it comes free with your computer. Both models come complete with a choice of stereo monochrome or stereo colour monitor and a full sized keyboard.
So if your Amstrad starts acting like an arcade, don't worry Just play along.

## THE NEW MMSTRID GI28 PLLS - FROM E229. <br> THE NEW AMSTRAD 464 PLUS - FROM £229.


 to
ses
reds

## 



## $\infty$ EVIEW



DANICA ST SPECTRUM CG



- I've heard of dragon breath, but this?


## BY ACTIVISION

Irem, the creators of that Iclassic shoot em up. R. Type. look a quick butcher's at their tabbo creation and thought. Wait up! What if we took out the R9 and put a huge dragon in its place?* Dragon Breed was the result (alihough Im not too sure where the "Breed" comes inio it).

The scenario concerns the young king and all-out hero. Kayus. He s prelly mified al having his kingdom stomped on by the forces of darkness and so decides to do something about it. Thus, in a fit of territying rage he takes to the skies astride the mighty Dragon of Light - Bahamoot (1?) $\nabla$ BOOM: Another end-fevel nasty cops it!


T Curl up tight to guard Kayus.



# It's big! It's loud! It's the Commodore Christmas Show London Novotel • 16th-18th November 1990 

 in town from the 16th-18th November! Stacks of new products and over 100 exhibitors adds up to the most exciting Commodore Christmas Show ever.

All the major software houses will be there to preview their new releases for Christmas - great new Commodore games, leisure and music software for you to take away on the day!

And that's not all 'The Christmas Show is your chance to experience stunning new technologies seen here for the first time.

So save yourself $\mathrm{E1}$ a ticket and call the Ticket Hotline or mail the coupon from this ad before Thursday Lst November!
The Commodore Christmas Show

| Friday | 16th Nov $10 \mathrm{am}-5.30 \mathrm{pm}$ |
| :--- | :--- |
| Saturday | 17th Nov 10am-5.30pm |
| Sunday | 18th Nov 10am -4.30 pm |

- Only Commodore specific show before Christmas
- Over 100 exhibitors - ${ }^{\circ} 000$ s of new products!
- Commodore Theatre and Games Arcade - masses of exciting new product launches!
Admission Prices
Adults $\quad 24$ in advance, 25 on the door
Children $\mathbf{£ 2}$ in advance, $\mathbf{e 3}$ on the door


Yes! I've just got to get along to the the Commodore Christmas Show. Please rush me __ Adult e $85 \mathrm{e4}$ _Under-16 e 2 E2 "I am sending a cheque for $\&$
*Please charge $£$ _to my *Access/"Visa


Poatcode
Telephone
Please send your application form and cheque or credit card details to - Commodore Christmas Show, Database Direct, FREEPOST, Elleamere Port, South Wirral, L65 3EB.
-Theaw delete ss spovoppriate


Blimey! Have I been busy this month or what? I mean, there I am, slogging my guts out for you C+VG readers, and then they drag me into doing the letters page for that new Mean Machines mag! If you want to overburden me even further, you might as well write to me at YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If I'm feeling nice and you're letter isn't just 1,001 questions about UK Megadrive compatibility then I might even send you a software prize. Generous to a fault, that's me.

THE
PEGASUS DECISION
Dear YOB,
I have got a choice of buying a Sega Master System, a Nintendo, or a Pegasus so what do you recommend? And if I add a Sega Megadrive to the list then what would you say? I think that such a cool computer wizard can answer these simple questions. Mishaal Haddad, Abu Dhabi. YOB: Well, Mishaal, when it comes to a choice between a Sega, Nintendo or a Pegasus, I choose the mythical flying horse every time, fir-
stly because you get much better fuel consumption out of it, and secondly, the thrifty gardener gets something to put on his rhubarb at the end of the day.
A RIGHT LOAD OF WARLOCKS
Yo YOB!
So howz life dude? Anyway, herez the Warlock of TMM here wiv some wordz about da' 64 !
64 is not dead but pretty much alive and kickin' the butt of the (L)Amiga. Loads of So print this letter 'coz the 64 ex-pirates are doin' games (ha ha) look out for me at the next show and you'll see why I'm one of the best around (providing I can get access to a 64 or a VCR).
Anyway, here's my point in brief:

1. The 64 is not dead by a long shot.
2. There are "new wave" programmers about (some do code and grafix - I do the whole lot!)
3. Software houses are getting rid of the old pro-
grammers (bye Sensible Software (sorry!)) and getting better games!
4. Pirates are getting bored so they're doin' their own games! is still going strong and.
under labels like: 3D, Amok, Digital Marketing soons.
There are loads of dix-magz like Sea ' $n$ ' Slime, Mamba and even my own Kal-Ko (which is Swedish for naked cow (don't ask! It's personal!) (I can imagine - YOB). Most pirates are goin legal (such az me) but doin' demos! l've seen so cool demoz that it's like lookin' at a (L)Amiga demo!
Rapidly, software houses are seizing their chance and gettin' ex-pirates and demo crews to do games for them, and who else is better?
Also, herez an advanced notice. In the 64 Hall of Fame are people like Jeff Minter, Andy Braybrook, Martin Walker. If these are the best, well

So print this letter 'coz the 64 thing I don't like (Colin didn't
everyone should know it! Thanx and later on Dude, Warlock Arkihinos Ratazmus of the MOSH Masters, Herts YOB: Of course the C64 isn't dead! But I just hope the entire user base isn't made up of prats who continually replace the letter "s" with " $z$ ", say "thanx" and call themselves Warlock Arkihinos Ratazmus. Why can't you have a sensible name, like I do for goodness sake?
C+VG COVER-UP
Dear YOB,
I thought I'd state my opinion on "Complaining Colin". I disagreed with the things that he said about C+VG, but one mention it) is that the covers
keep coming off. No matter how careful I am I end up with a coverless C+VG. I think they should be reinforced.
Eddie C Sommers, London. YOB: Maybe it's just you Eddie, 'cos our office copies get some fairly rough treatment and the covers never come off them: But in future we'll print one issue of the mag with the cover chained on just for you. Unfortunately our distribution company can't guarantee that it'll get to your newsagent so you'll just have to hunt around the country for it.

## FRANK

BLAMES JAMES GAMES
Dear YOB,
I would like to raise a point about the James Bond games that have been released over the past few years - they are all totally crap!!! Domark have given James Bond a bad name! I'm not saying Domark are no good, because they have made some pretty brilliant games. Yet when it comes to 007 adventures like Licence to Kill and Live and Let Die, they're bloody terrible. How can a totally terrific movie be the complete opposite of the game?!? Software houses, hear my word! Get the rights and start writing up classic Bond games!!! Have all the parts of a real Bond movie as in the sampled 007 theme music and the classic gun barrel scene with Ti mothy Dalton (Moore and Connery were better, though) walking and firing and blood comes all over the screen at the start of every film (remember A View to a Kill on the C64?). Could you imagine how hot that starting sequence would look on the Amiga?
Well what do you think guys? All I ask of you is to print this out in your totally hot mag. I don't care about any prize, all I want to do is get the message across to the software houses...

PS I've seen Sly Spy: Secret Agent, so how about it, Ocean? Get writing a Cubby Broccoli movie! Frank Sorgiovanni, Perth, Australia
YOB: Aha! Well, funny you should mention this Frank, because Domark's latest Bond game, The Spy Who Loved Me, (which is reviewed on page 98) is the best of the lot, with lots of playability and Bond-type car chases and destruction. You'll be pleased to hear it even has the view-down-the-gun-barrel opening sequence, so if you're that big a Bond fan you'd best get hold of it as soon as hits those Aussie shelves!

## SHADOWS WORRIER

## Dear YOB,

I don't mean to offend but Tony Meeham was the drummer with the Shadows origin ally. Now that trivial point is out of the way, down to my one and only question. Is there a steering wheel or something similar that can plug into the Amiga's mouse port because controlling games like Hard Drivin' and the like is quite hard using a mouse or trackball. Also, can I use the steering wheel for the Sega Master System in my Amiga's joystick port for games which use a joystick normally?

## CAUGHT

Dear YOB.
The game's up! l've discovered your secret, the reason why C+VG reviewers have been caught reviewing in ACE magazine. The answer is that $\mathrm{C}+\mathrm{VG}$ is ACE magazine!
Stop! There's no denying it -
if you do, then answer me

NO
PUBLICITY
Dear YOB.
I was wondering, could you place a photograph of yourself in C+VG as I am sure many "cool dudes" who read the Mailbag wonder what you look like.
Justin Carter (cool dude), Harlow, Essex.
PS: What's your second birthday, YOB?
YOB: My second birthday was the day on which I had been alive for exactly two years. As for pictures, sorry, but I only give those out to very close relatives, and if I started having my

If you don't answer this question, then I may be forced to write to a mag like ACE or Zero in which case l'd have to buy their mag instead of C+VG, which I wouldn't want to do.
Gavin Bardon, West Yorkshire.
YOB: Phew! Threats! The Master System Yoke does work on the Amiga but although it's the cheapest unit of its type I wouldn't call it a brilliant piece of game control technology and it's only worth getting if you're really nuts about driving and flying games.
face printed at the top of the page, the Mailbag section would instantly become the most popular part of the mag, and"they would want me to write even more than I do now.

## TONY HART FASHION STATEMENT

Dear YOB,
I own a Sega Master System which is completely crap (nearly as bad as Tony Hart's rancid clothes) compared to the Megadrive which I am getting very soon. So could you ask me these questions on the official Megadrive: 1. Which high street shops will I be able to buy it from? 2. In the first advert, there were photographs of just six games. Are these the only ones available for it at the moment?
3. How long will it be before games like Super Monaco GP and Batman come out for it?
Thanks for answering the questions..
Ryan, Manchester.
YOB: Thanks for your letter, Ryan, I've passed your letter on to Tony Hart's tailor, and he should be knocking on your door pretty soon. With an axe.

## COUNTRY DIARY OF AN AUSTRALIAN PSYCHO <br> Yo YOB, <br> This is a page out of my diary. May 13th 1990 - today I go to my practise bombing and shooting range. I got one Ferrari, one soldier and five innocent bystanders. <br> May 14th 1990 - Today I de- <br> cide to stay home and count my MK 34 hand guns, LAW rockets and my budget MK 2 nuclear warheads. <br> May 15th 1990-I go and steal my friend an armoured car for his birthday. <br> May 16th 1990 - Stayed <br> home and watched the awesome and totally tubular <br> Teenage Mutant Ninja Turtles. Also YOB is there any chance of a turles game for the IBM? <br> Kris Gullespic, Wangi, Australia <br> YOB: Don't ask me how I can tell, but l've a feeling that this isn't REALLY a page out of your diary,



2. Are there any back issues of the Complete Guide to Consoles?
And could you recommend some games - l've already got my heart set on Megaman 2 and Double Dragon 2. Thanks a lot guys, see ya! Adam Dawson, Wrexham. YOB: Unlike the arcade game (which it is completely unlike, actually), the Nintendo Turtles game is for one player only. We ve still got some copies of Console Book One in the office. but issue two has been sold out for quite a while. If you want a copy of the first one, send a cheque or postal order for £3.45 (that's £2.95+50p post and packing) payable to Computer and Video Games to the address in the front of the mag, marking it "CONSOLE BOOK ONE ORDER". If you buy one of the current batch of Nintendo games you can't really go wrong. but my faves are Light Force, Cobra Triangle and the Super Mario games.

## DULL

## TECHNICAL BIT

Dear YOB,
Firstly I would like to say that your magazine is great. I have been reading it for 3 years now as well as another Spectrum magazine (Sinclair User).
What I am actually writing to
you is to find out if there is anybody who can help me with my +D interface and Star Gemini 160 printer. The problem is that it won't print double size when asked to by the +D . Instead it just prints a lot of garbage and the out-ofpaper bell rings after each line of garbage. If there is somebody who can help me, please can they write to my address as soon as possible.
How about a few competitions for us people overseas. We would appreciate it. Maybe your other overseas readers would agree.
Lastly, not all of us South Africans are like that character from Chloorkop (Michael Lattarulo) some of us are quite intelligent computer users (and not as rude as him).
Keep up with the great magazine!
Gavin Kite, PO Box 299, Warden, 9890, Republic of South Africa.
YOB: If anyone out there is boring enough to know about Gavin's +D interface, would you mind writing to him, 'cos I don't think I could cope with another of his letters. Sorry, Gav, but they wouldn't call me the YOB if I was nice to people.

## POINTLESS TECHNICAL BIT

Dear Sir.
I was wondering if you would
print this letter in Playmas-
ters. Me and my friend Graham have discovered a simple link up. The link up is below.


Aaron Kennedy and Graham of Mains of Gallery.
YOB: Well, it certainly fulfills all the qualifications of being described as
"simple", just like it's inventors. Come on lads, put old YOB out of his misery and let him know what useful purpose this is supposed to serve.

## QUESTION TIME REVISITED

Dear YOB,
I don't want to be a crawly bumlick, so l'll just ask you these quezzys.

1. Do you think that the Sega conversion of Double Dragon is better than the Amiga one? 2. Can you get Double Dragon 2, Beast Busters, Final Fight or HATE for the Sega Master System?
Ryan Humphries, West Yorkshire.
YOB: Aaaagh! It's one of
those question letters! ! hate these question letters and the sender.of the next one gets a punch in the face. Well, at least this one's not about Megadrives, so I suppose while I'm here I might as well tell you that none of those games are available for the Master System, and I think most things are better than the Amiga version of Double Dragon.

## THE LAST STRAW

Dear YOB.
Would you please answer some questions about Megadrives...
Matthew Mak, Australia
YOB: Right that's it! I
warned you! SMACK!


Monsters, aliens and superheroes. Pick up a GX 4000 console and you'll really have your hands full. Imagine all the characters from your favourite computer games suddenly invading your T.V. I's like having your own private arcade. All you have to do is plug in and you're off.

The graphics alone are out of this world, with a palette of 4096 colours and stereo sound.

And you'll be playing top-rated games from Europe's best software houses, all on easy to use instant loading ROM cartridges.

The console comes complete with a mains adaptor and rwo paddle control units designed to put you in the driving seat. Which is where you'lil need to be with the ROM cartridge that comes free: the high-
speed car game "Burnin' Rubber" But perhaps the most exciting thing about the Amstrad GX4000 is the
price, a very down io cartin e99.00.
THE NEW GX4000 GAMES COHSOLE. $\mathrm{q}^{299 .}$

## FOR FURTHER DEAIIS RIIIG ORFIIWTHE 0277262326 couponeriow






Crikey flip, chief! Not yet another of those cool and trendy 16 bit wonders being given away by those mean, strutting dudes at C+VG! Well, less of the "mean", 'cos phoning up this line may make you walk away with a hundred and ninety quid's worth of topper Megadrive gear!

## WIN A LYNX 0898555537

Not another groovy Atari Lynx being put "up for grabs" by those big spenders at C+VG? Yep, it sure is and it could be you sampling the delights of California Games, Gauntlet 3 and Blue Lightning! This pinnacle of handheld technology may end up winging its way to YOUR home, so dial now to avoid the rush!

## WIN A GAMEBOY 0898555538

What a totally groovadelic prize! Only at C+VG do we give our readership the opportunity to walk away with a Gameboy every single month and this month's no exception. So as quickly as possible, grab that red-hot phone and dial those numbers. You may be the lucky one saying goodbye to those handheld blues!

## WIN A PC ENGINE 0898555539

Fuel inject your gamesplaying lifestyle with the PC Engine! Play your cards right by phoning up our hotline and listening carefully and who knows? One day, it could be you that wakes up to find a PC Engine blocking up the letterbox!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK RATE) AND 33P (OFF PEAK). ALL PROGRAMMES LAST LESS THAN THREE MINUTES.

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- 100\% ray-fraced graphics
- Ad lib and Roland sonic support (PC) - 256 colours (PCVGA version) Specially enhanced Atari STE mode - Limited edition special canister packaging Random copies feature extra prize winning opportunity!


Well, here we are once again in with a fine selection of the greatest cheats, hints and tips in the cosmos, including three (gasp!) solutions to Damocles, players guides for F-29 Retaliator and Escape from the Planet of the Robot Monsters (phew!)! If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself a bumper bounty-bag of software, why delay? Send it in to PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ALL FORMATS ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Paul Ashcroft - the tipster dude from Golborne, near Warrington, has come up trumps in providing the correct paths through the first few canal sections in this terrific game!
FIRST WAVE
First left, next right, straight up. Choose the middle route because it's easiest.

SECOND WAVE
Second right, straight up, choose the far right route.
THIRD WAVE
Straight away turn left, then up, first right, first left, straight up and choose the end one again.
Paul has also given us a pretty cunning cheat for the end of level guardians. Simply hold down fire until you're killed and then when you're reincarnated you'll be invincible - but only as you hold down fire!
ST FLOOD
Having trouble with EA's corking Bullirog blast? The password MEEK will get you onto

any level you want! Thanks to Mark Russell of Ipswich for that little wonder.
RETALIATOR
Are you master of the skies? Or are you still having problems telling your ASRAAMs from your MRASMs? Well, whatever your rank, Sam Cottins has provided us with this invaluable player's guide to Ocean's F29 Retaliator which you may well find usefut.


TAKING OFF Change your MFD to systems so you can easily see your speed and thrust. You can immediately take off your brakes without moving, Increase your thrust to $80 \%$ and take off at 200 mph . Retract your landing gear as soon as you leave the ground
thing let loose with a CSW, which will effectively blanket bomb the entire area. Don't worry about hitting your own tanks because you can'tl SEA BATTLES Take a fuel tank, MRASMs, CSWs, Mavericks or 8 AS. RAAMS. Fly in at 200-300 feet in stealth mode. Wait

until you're really close then fire a MRASM at the ship's hull. If all's well, it should sink. If the mission involves planes use ASRAAMs. Enemy ships have red stars on the decks.

## PLANE BATTLES.

Take 17 ASRAAMs on board, switch to stealth and fly in at 200 feet. Fly straight for a MIG which will appear as a flying dot. It should be tracked with the target designator. When it turns into a plane fire two ASRAAMs. This should get them, but if it doesn't they will suddenly go into Kamikaze mode and fly straight for you. Take evasive action!
BRIDGES,
BUILDINGS AND OTHER GROUND TARGETS
Take a fuel tank, CSWs and
some Mavericks. Fly in stealth mode to avoid the SAMs. Fly straight to the target and let rip. Easy! MISSILES
Watch out for the warning, reduce your speed and go into a dive releasing chaff and flares. Dive and spin and you should be alright.

## LANDING

Centre your aircraft on the middle of the runway and slow down to 140 mph , then lower your flaps and landing gear. Reduce your altitude to 200 feet. When you're directty over the runway slowly reduce your height until you touch down. Reduce speed and put on the brakes and your mission is complete!
AMIGA DAMOCLES


## DAMOCLES

up on our challenge of solving Novagen's 3D epic Damocles in a different way to the solution shown in issue 106, by coming up with three different solutions. Take it away, Leet
Firstly, 90 to 09-02 Capital City and collect the antigrav. Fly to 11-08, leave the ship and pick it up. Go to the basement, and enter the transporter (the side with no arrowi). Press 4 to travel to the Vesta Parliament. Go to floor 3, pick up the briefcase, and go back to the transporter. Press 1 to go to Hantzen Sales (06-02 Bare Island). Pick up the transporter and go to the basement. Pick up the detonator, leave the building, drop the ship and board it. Fly to Hantzen Lab (06-05), leave the ship. go to lloor 3 and pick up the explosives. Go to the basement, pick up key B, and leave the building. Fly to


30


Damocles, where you should land. Fly backwards at the slowest speed, dropping all but one of the explosives along the way. Stop when this has been done, activate the detonator, and set power to 9 using the keypad. Set the timer so that you have enough timer to escape the explosion. Select the last explosive and press * on the keypad, thereby arming the explosive. Drop the explosive, and get the heck out of there - once again, it's goodbye Damocles!
Lee says that another way of completing the game is to divert the comel (which is far more profitable). Instead of landing on Damocles, instead land on the planet Icarus, and blow that up instead, either using the explosives, or the Novabomb as described in issue 106, so now all you would-be mercenaries can get right to itt

## TURRICAN

James Cutler of Bishop's Stortford has sent in the cheat mode for Rainbow Art's finest hour. Type in BLUESMOBIL on the high score table for 99 lives! Cripes!

## SKIDZ

Hold down the ALT key and press the fire button. While doing this press $M$ to skip levels or C for infinite energy. So says Darren Hickey of Middlesex and who are we to doubt his word?

## SHADOW OF THE BEAST 2

If you want to cheat and gain. infinite energy, walk right until you come to the first man where you press A and type TEN PINTS. Cheers to James (Wot? No surname?) from Glasgow.

## SHADOW WARRIORS

Trevor of Birmingham reckons that just pressing HELP will get you through to the next level. Could come in handy!

## SPECTRUM

## TARGET RENEGADE

Paul Robinson (Not from Neighbours, hopefully) of New Cross, London, reckons you can get infinite lives by following this course of action. On the highscore table enter your name as PA. Now press delete twenty times. Now just press enter and all those lives will be yours!

## GAUNTLET

A bit crumbly is this US Gold game and no mistake. Still, the word is that if you start the game and hold the full stop button down, you will be able to walk through walls. Andrew Gainey from Banbury sent us that priceless gem.

## PC <br> XENON 2

"I have a totally wicked cheat for Xenon 2 on the PC, writes Justin Der Gregorian of Surrey. And here it is! All you have to do is wait for the game options to appear, move the highlight to the appropriate selection and press F7. Play the game as normat but if you fancy being invincible, just press the I keyl Unbelievablel

## ULTIMA VI

We couldn't try this cheat but why not give it a whirl? First of all, talk to loio. Type SPAM (enter) three times and then HUMBUG (enter). Now you should be able to change all ycur stats and items'



C64
PRO BOXING SIMULATOR
Dave Whiting from Bristol has provided us with this devious set of passwords for Code Masters' recent chart-topping effort.
Steady Eddie: PARTY Dirty Larry: TALON Fast Freddy: SWORD Ronnie Razor: LUCKY Deadly Dan: UNION

## TEST DRIVE 2

That street burnin' dude - A Pritchard of Fareham - sent us a tip to complete courses incredibly quickly. Just press D whilst accelerating and watch what happens!

## PHOBIA

A Pritchard strikes again! On the cassette version of the game, if you die don't rewind the tapel Just leave your deck playing and the next level should load in. If you know the counter readings you can even wind on to your desired levell Crikey!

## SIM CITY

Press F1 at any time and your cash is reset to the tune of four thousand pounds! Thanks to Neil Foulkes of Birkenhead for that little tipette.

## AMSTRAD TREASURE ISLAND DIZZY

Steven Whitehead from
Forest Hill, London, has seen lit to write in with this brill cheat mode for this Code Masters offering. Hold down the keys A, O, P and ENTER on the titte screen. Keeping these keys held down start
the game. When the game starts let go of the keys. Try some of these:
C - Makes Dizzy disappear. $\mathbf{Z}$. Move the screen to the left.
$X$-Move the screen to the right.
M - Move the screen up. K-Move the screen down. SPACE - Makes Dizzy reappear.
Speccy owners take note: This should work on your machine as well. Two cheats for the price of one!

## IMPOSSIMOLE

Absolutely billions of you wrote in with this one. Pause the game and hold down the keys M, O, L, and E. Unpause the game for a full supply of energy! Spectrum moles shouldn't feel left out either - this cheat works on their game!

## HUMAN KILLING MACHINE

When you start the game, hold down $G$ and $O$ (that's $O$ not zero). Pressing $X$ takes you to the next levell Thanks to Jason Henry of Selleirk for that cheat.

## SPACE HARRIER

Okay, so it's getting on a bit. Still, I bet you didn't know that pausing the game and pressing + will give you another life. Jason Henry from Scotland does it again!

## SHADOW WARRIORS

Imran Khan (what? Not THE Imran Khan?) has sent in this pretty lethal means of killing the first end-of-level guard-

iant Just make him shove you into the pit and then jump in. When the game restarts the boss will have jumped down the hole and won't trouble you any longer!

## SEGA <br> NINJA

Alas, some naughty man has pinched our copy of Ninja. but I thought I'd pase on this information from Erik and Nils Wahlin from Sweden, By the way, you'll need an autofire unit or a Sega Commander joypad to make it work. 1. Turn on your autofire and put your ninja in a position where he's firing right at an obstacle (a tree for example).
2. Put something heavy on the firebutton (a set of Pioneer speakers for instance). 3. Do your homework or something for an hour or so. 4. Return to the game, and once you've cleared a stage. Nils and Erik reckon that, quote: "your eyes will probably pop out of your head*.

## THUNDER BLADE

A pretty decent interpretation of the coin-op, and here's A Wall with a cheat to make you indestructable! Yes please, chiefl When the title screen appears, simply. press up, down, left and then right then start the game with an invincible chopper (obligatory sniggers all round).


## GANGSTER TOWN

Jody Hollands from Bromley has discovered a dead good cheat for this game. When you die and your hat is shot off, shoot it yourself and it'll turn around and it will land back on your head, enabling you to continue from where you left off!

## MEGA DRIVE

## SUPER

 MONACO GPAn incredibly decent road racer, and if you fancy a butcher's at the last leg of the World Championship, try this code, courtesy of veteran tipster Dave Moore of Southend. This'll place you three races from the end of the second season and even if you completely screw up the last few races, you're guaranteed to win! Cheers, Dave!
04C6 E1J0 I507 F000 001 S B1D5 3627 B4CF 0089 EG00 01830002 00000000 D200 28DF

## THUNDER FORCE 3

A totally brilliant game with a fantastic cheat to match! If you fancy kitting out your Thunderforce fighter with every single weapon available in the game then read on... Play the game as usual and pause the game whenever you feel like it. Now then, press UP ten times. After that, quickly press DOWN and then button B alternately and watch that weapons window fill up! But there's morel Unpause the game whilst pressing button A for equip yourself with some multiples. Even more destructive prowess, guv'nor! We've got George Nagata to thank for that particularly amazing cheat!

## NINTENDO MEGAMAN

James Considine from Victoria, Australia has sent in
these fab tips for this terrific platiorm adventure. Take it away, James! CUTMAN: He's the easiest of the end-of-level baddies. Just use your normal weapon on himl
BOMEMAN: Use the normal weapon on him as well. GUTSMAN: Three hits with
bombs will dispose of this character.
FIREMAN: Just stand in one spot and blast away with your normal weapon.
ELECMAN: Use Cutman's blades. Three hits should do the trick.
ICEMAN: Three hits with Elecman's tools should get



## the job done.

DR WILY: We're open to any suggestions..
Get the magnet beam in the Elecman level by using Gutsman's power. You'll see it behind some rocks. Just throw them out of the way and it's all yours.
The Clayman on Dr Wily's level is very tough at lirst. Work out it's pattern of forming and then you'll know when to jump. Use your Elecman weapon on its eyes. When you come up against another Megaman on the Wily level, use your normal weapon to waste him.

## GAMEBOY

## TEENAGE MUTANT NINJA TURTLES

If you're low on pause the game by pressing START and then press UP. UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, $B$ and then $A$. Your energy will now be full! And that's not all. On the second sewer section of level one, walk off the wall onto the footpath then into the sewer. Keep on walking. There will be a pipe above your head with Foot soldiers on it. You will come to a wall. Stand against this. The turtle will flash and a secret bonus stage will be unveiled... We've got John Dolaghan of Worthing to thank for those brilliant tips.

## NEMESIS

Paul Bush from Teddington reckons that pausing the game and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A will give you huge guns for toasting meanies. Sounds like fun to us!

Game Boy from Nintendo.
Picking it up is the easy part.


Welcome to the Official UK Highscores Table, the only place where the nation's highscorers can join the ranks of the champions. If you reckon your score can only be described as awesome then scrawl it down on a POSTCARD or sealed down envelope and send it to OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will consider your entry, so get scoring - now!

SEGA
ACTION FIGHTER
9,900,995 Robert Wigston, Lanarkshire, Scotland
AFTERBURNER
$17,404,100$ Kenneth Rorie, Craigshill, Livingston
ALEX KIOD (LOST STARS)
1.294.500 Dennis Watts, London

ALIEN SYNDROME
270.100 Daniel Curley, Manchester ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland ASTRO WARRIOR
$1,280,600$ Grant Wolstenholme, $1,280,600 \mathrm{Grant}$
Blackburn, Lancs
Blackburn, Lancs
AZTEC ADVENTURE BLACK BELT
4.293.156 Harry Webb, Glasgow BLADE EAGLE 3D 89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
$1,120,600$ Peter Cousins, Chelmsford
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 187,840 James May.
Birchington, Kent
SURFING: 10.0 Robert Wigston, La narkshire. Scotland
SKATING: 5180 Robert Wigston,
Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotiand
FLYING DISK 1700: Anthony
Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Old-
ham, Manchester
CHOPLIFTER
1,600.200 Robert Wigston, Lanarkshire, Scotiand
217,600 Kal-Liling Ho, Stanford-LeHope, Essex

## DOUBLE DRAGON

1,026,660 Andrew Jackson, Jarrow. Tyne \& Wear
DYNAMITE DUX
765.290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead. Sussex
FANTASY ZONE II
9.541.980 Jon Evans, Walsall GALAXY FORCE
427,400 lain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
225.0 lain Gentry, Hillingdon, Middx GHOST HOUSE
1.388,500 James Denham, London GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall 541160 Anthony Hou GREAT BASEBALL 22-01 Robert Gammon, Bedford GREAT BASKETBALL $63-0$ Stewart Cole, Nanborough, Leics

GREAT GOLF
53 Colin Boyes, Austrailia
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558.400 Paul Houghton, Dorset

MY HERO
15,063,500 Mark Poliovdakis, Austrailia
OUT RUN
$55,120,40$
PENGUIN LAND
Level 22 Steven Gemmell, Hare-
Level 22 Stev
field, Middx POWER STRIKE
POWER STRIKE
65,242,300 Paul Sto
PRO WRESTLING 667,100 Tim Gadler, Victoria, Aus. trailia
QUARTET
3.170,810 Gareth Wills, Bristol

RAMBO III
95,350 David Barnes, Sawston,
Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend. Essex
RESCUE MISSION
575,300 Christer Holm, Finland
R-TYPE
7.673,800 Scott McGrath, Swindon, Wilts
SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,550,100 Mark Poliovdakis, Aus. trailia
SPACE HARRIER
45,144, 160 Matthew White, Oldbury. W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,660.000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury. Oxon
WONDERBOY (MONSTERLAND) 10,509,990 William Wong, Nr Stock port, Cheshire
WONDERBOY III
999.999 Andrew Bowley, Leicester WORLD SOCCER
41-0 Karl CLark, Cleveland
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

## MEGADRIVE

AFTERBURNER
17,974,940 Bruno Weich, Stanmore ALTERED BEAST
2,698,600 Paul Wheatley, Notts
BATMAN
462,800 C. Wolfenden, Manchester COLUMNS
11,120,300 Julian Rignall, C+VG

DJ BOY
7.815,500 Peter Makinde, London ESWAT
81,296,360 Phil Ventre, Stanmore FINAL BLOW
3,100,400 Robert Golden, Lymington, Hants
FORGOTTEN WORLDS
1,845,200 Robert Golden, Lyming. ton, Hants
GHOSTBUSTERS
T M Waldron, Peterborough
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
401.5 Gavin Walmsley, Harlow, Essex
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
AAMBO III
1.277.350 Jason Weir, Wisbech Cambs
SPACE HARRIER II
27.079,700 Ralph L Woolford, Twic 27,079, 70 Maldph L
kenham, Middlesex
Beginner: 51,355,300 Barry Dutfin, Rettord, Notts
Junior: 45, 729,220 Graham Shaw, Loughton, Essex
Senior: $48,394,800$ Graham Shaw. Loughton, Essex
Expert: $80,821,640$ Martin West-
wood, Kingsteighton, S. Devon
SUPER MONACO GP
4.219 Richard Leadbetter, C+VG

SUPER SHINOBI
3,324,100 Daniel Curley, Manchesler
THUNDERFORCE II
2.560,090 Paul Bristow, Erith, Kent THUNDERFORCE III
4,300.000 Phil Ventre, Stanmore
ZOOM
209,530 Andrew Croft, Dewsbury. West Yorkshire

## NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad,
Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
928.680 Matthew Rattery, Australia KUNG-FU
1,221,800 Rex, Helsingborg. Sweden
GHOSTS AND GOBLINS
303.400 Steffen Sletvold, Norway

GRADIUS
12,670.000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,237,700 Jonas, Sweden
OPERATION WOLF
1,046,650 Byron Chan, Singapore PRO-AM RACING
333,778 Tim Gadler, Victoria, Australia
RUSH 'N' ATTACK
2,282,800 Steffen Sletvold, Norway SUPER MARIO BROS
$9,999,990$ David Hillhouse, Work-
ington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
WUPER MARIO BROS 3
2,550,750 (completed) Hampus Ericstam, Stockholm, Sweden

## GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby.
Merseyside

TETRIS
311,627 Gareth Harper, Co Londonderry. N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

## PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dork-
ing, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg.
Sweden
BLOODY WOLF
2.679.600 James Overbury, Chel-
tenham
CHAN AND CHAN
1.519,500 William Wong, Nr Stock-
port, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking.
Surrey
DEVIL CRASH
51, 196,800 Paul Glancey, C+VG
DRUNKEN MASTER
999.999 Bryan Servante, Stevenage

DRAGON SPIRIT
1,162,372 Andrew Dowling, Iondon
FANTASY ZONE
8.672.840 Danny Gleghorn, Worksop. Notts
GALAGA 88
1,436,480 Bryan Servante, Steven-
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
KLAX
906,200 Richard Leadbetter, C+VG
LEGENDARY AXE
3.676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
$250,200 \mathrm{Wai}-\mathrm{Sing} \mathrm{Liu}$, London
ORDYNE
626,450 Bryan Servante, Steven-
age, Herts
1,279,840 Danny Gleghorn, Work-
sop. Notts
PC Kid
166,840 Christopher Maier, Hong Kong
POWERDRIFT
1.157.020 Matthew Birch, Langley. Herts
R-TYPE
973,300 Onn Lee, Nottingham
RASTAN 2
192,400 Nathan Russel, llford
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
39,229,400 Rex, Helsingborg.
Sweden
SWeden
167,200 Rex, Helsingborg, Sweden SHINOBI
300.800 Wai-Sing Liu, London

SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-
Trent, Staffs
SPACE HARRIER
36,107,00 James Overbury, Chel-
SUPER STAR SOLDIER
3.865,400 Peter Greavett, West
$3,865,400$
Sussex
SUSER WONDERBOY
1,096,860 David Skipper, Skipton,
N Yorks
TWIN HEL
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S.God-
stone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-
Trent, Staffs

## -IGH SCORES

C64
ALTERED BEAST
360,300 Alexis Haddon, Austrailia
APB
87,460 Christer Holm, Finland ARMALYTE
$38,067,400$ Simon Hudson $\&$ lan Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
664,020 Adrian Shingler, Glossop. Derbyshire
BUBGLE BOBBLE
$9,384,110$ Simon Stapleton, County
Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strath-
clyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport,

## Somerset

DENARIS Kanan Surrey
GHOULS AND GHOSTS
$4,171,800$ Simon Hudson, Hilling-
don, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
K.

588,000 Ste Markey, Liverpool LAST NINJA II
999.999 Andre Hastings, Australia

NEW ZEALAND STORY
$3,513,788$ Simon Stapleton, County Cork, Northern Ireland
NINJA WARRIORS
2.999,369 Alexis Haddon, Austrailia

OPERATION WOLF
1,300,250 David Smith, Mitchel-
dean, Gloucs.
Course B: 880,290 Steven Ball, Rourse B: 880,290, Essex
RAINBOW ISLANDS
$4,794,350$ Jon Kavanagh, Surrey RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley. S. Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S. Yorks.
SHADOW WARRIORS
370,300 Grant Gibson, Glasgow SILKWORM
1,288,900 Christer Bjorkman, Finland
TURBO OUT RUN
16,900,160 Simon Stapleton.
County Cork, Northern Ireland.
TURRICAN
1,536.870 Jim Janning, Belfast,
County Antrim
TUSKER
1.542,000 Chris Rautenberg, N Ter ritory, Australia
UNTOUCHABLES
161,765 Michael Castle, Austrailia
VENDETTA
72,600 Craig Hurst, Whetstone, Leicester

## ST

AFTERBURNER
$62,731,830$ Damion Williams.
Bearsden, Glasgow
ALTERED BEAST
473,000 Gary Liew, London ARKANOIDII
525,630 Jaspal Jandu, London BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks

BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-
Spring, Tyne \& Wear

## BUBBLE BOBBLE

$6.345,720$ Colin Tracey, Colchester

## BUGGY BOY

109,750 Simon Williams, Penzance CONTINENTAL CIRCUS
4,802,260 Peter Graham, Newtownabbey, Co Antrim
DOUBLE DRAGON II
110,450 Michael Beresford, Shropshire
DRAGON NINJA
180,340 Daniel Llewellyn, Wolver-

## hampton

DYNAMITE DUX
737,590 Andrew Mummery, Sitting-

## bourne, Kent

E-MOTION
363,150 Stuart Campbell, Bathgate W. Lothian

EMPIRE STRIKES BACK
1,160.330 Roberi Swan, C+VG
FORGOTTEN WORLDS
67,500 Robert Golden, Lymington,

## Hants

GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
KARI WARRIORS
102.900 Winchmore Hill, London

INDIANA JONES ARCADE 16,800 Daniel Llewellyn, Wolverhampton
LICENCE TO KILL
82,430 Timothy Hodges, Peterbo-
rough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OPERATION THUNDERBOLT
1.722.700 Keith Vance, Belfast OUTRUN
$54,877,900$ Gerallt Evans, Machyni leth, Dyted
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
109.900 Philip Hogg, Liverpool POWERDRIFT
1,805.821 Philip Hogg. Liverpool
RAINBOW ISLANDS
3,286,660 Stephen Simpson,
Othey, W. Yorks
RED HEAT
103,843 Philip Waite, Bradford, W Yorks

## ROBOCOP

571,210 Robert Swan, C+VG

## R-TYPE

523.220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray.
Leics
SPACE ACE
31,200 Paul Wheatley, New Eastwood, Notts
SPACE HARRIER
6.445,730 Mark Dodd, South Wirra STARGLIDER II
529.599 Stephen Simpson, Otley STAR WARS
2,684,896 Stephen Simpson, Otiey. WTRIDE
STRIDER
3.896.999 Andrew Dowling, London SUPER HANG-ON
36,621,214 David Bibby, Dartford, Kent
SWITCHBLADE
260,490 Mark Davies, Manchester THUNDERBLADE
618.510 Richard Davis, London TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate. W. Lothian
496,100 Stephen Simpson, Otley XENON
8.944,860 Colin Tracey, Coichester, Essex
2.660,940 Damian Pierce, Haz lemere, Bucks

## AMIGA

## AFTERBURNER

20,127,290 Mark Caban, Victoria,

## Australia

2.007.600 Martin Allsop, Burton-On-

Trent, Staffs
BLOOD MONEY
308,650 Sebastiano Tognacci
Venice, Italy
CONTINENTAL CIRCUS
$5,205,460 \mathrm{Mr}$ B , Colne, Lancs
OOUBLE DRAGON II
234,240 Sebastiano Tognacci,
Venice, Italy
OATASTOAM
1,228,925 Ky Prunell, Witham,
Essex

## DENARIS

315,280 Stu + Tony, Chelmsford Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden OOMINATOR
219,947 Daniel Sprangers, Gressendam. Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford,

## Oxon

ESCAPE FROM THE PLANET OF
THE ROBOT MONSTERS
364,700 Sebastiano Tognacci,
Venice, Italy FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-onTrent'
GUNSHIP
61,480 Fred Newberg. Dusseldorf, W Germany
INDIANA
INDIANA ONES ARCADE
37,300 Remko de Gille, Holland LED STORM
574,478 Steven Howard, Lowestoft LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth PACMANIA
$37,450,320$ Colin Tracey, Colches-
ter, Essex
PAPERBOY
107,150 David Pocock, S Croydon,
Surrey
PHOTON STORM
251,490 Ky Purnell, Witham, Essex
251,490 Ky Purn
POWERDRIFT
2,208.229 Marc Green, Kent
RICK DANGEROUS
744,550 Casey Gallacher, Reading. Berkshire
ROADBLASTERS
3.774,546 J Dunbar, Edinburgh

## ROBOCOP

374,210 Philip Newland, Becken-

## ham, Kent

SHADOW WARRIORS
230,400 Daniel Lewis, Sheffield

## SILKWORM

3,000,420 Martin Alsop, Burton-OnTrent, Staffs
SPACE HARRIER
7.566,980 Allan Black, Desbo-
rough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton

## STRIDER

737,700 Danny Aikens, High Wycombe, Bucks
SUPER HANG-ON
22,142,833 James Ruxton, Highbridge, Somerset
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth

TEST DRIVE II
323,772 Kevin Moore, Chortion,
Manchester
TURRICAN
1,137,400 Gary Maxam, Colchester, Essex XENON II
10,110,740 Steven Delory, E
Sussex

## SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
16,037,710 Daniel Edwards, Chorley, Lancs
522,114 Martin Lunn, Sutton Cold-
field. W Midiands
DRAGON NINJA
1,108,000 Daniel Edwards, Chorley, Lancs
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
65,868 Chris Thompson, Chorley,
Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley,
Lancs
OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
3.331,160 Andrew Butters, Deptford, London
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHINOBI
65,650 James Thomas, Derby
STRIDER
26400 , James Thomas, Derby THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
539.520 Dominic Veal, Tring, Hearts WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

## AMSTRAD

AFTERBURNER
$99.566,140$ James Higgs, Wiltshire APB
$\$ 58,780$ Andrew Buckly, Reading. Berks
BARBARIAN II
42.590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
436,160 Duane Nurse, Perth, Austrailia
BLASTEROIDS
128,750 John Stay, Lincoln, Lincs BUGGY BOY
129,190 Neil Collman, Hemel
Hempstead. Herts
CRAZY CARS II
881,525 Raymond Yeung, Belmore
2192

## CHASE HO

$16,031,340$ Scott McCulloch.
Ayrshire. Scotland
CYBERNOID II
240,450 Samir Al-Amar, Havant,

## Hants

DARK SIDE
6.518,000 Stu, Melton Mowbray,

DRAGON NINJA
1.090,225 James Sparshott, Orpington, Kent

## DYNAMITE DUX

156,810 Tim Goldsby. Cheltenham,

## PLOT YOUR OPPONETIS DOWNAAL AND...JDINIS:


tal seems so easy bt can you beat the ricco or your parther at this hideously mind


## cosging game.

Specal bocks will give you extra lives... GREATl.... but believe me, you'll need to thie every advantage of this software's hardware! You'll need the skill of a Phb.'.cube master and the refiexes of a pigeon at a skeet shoot: Plot your move tble am and block 'em outl... It's that simple... as simple as grilling ice cubes!


ther teams had been told to select, giving them an instant Ipeed advantage.

With that problem corrected, the teams took off over the lighways of California. The American team turned in some brmidable times, and all their players finished the course in ust over 51 seconds. While the Italians seemed rather flummoxed by the game, the British lads soldiered on, and turned atwo mediocre times after some catastrophic overtaking. hen Rob ruined a potential winning run when he forgot to top in front of the garage and ran out of fuell "Why didn't anyone tell me?" wailed the bearded one.
Luckily. Simon was learning from the mistakes of his compatriots, and he finished the race in the fastest time of all, beating the best American time by 0.2 seconds!

## GAME 3 - E-MOTION

Following a short lunch break, the teams reassembled to take on the final game of the competition, US Gold's E-motion, which had been chosen by the Italian team. Little did they inow that both Richard and Simon were experts at the game, and during lunch they had been trading various secret bonuses and time-saving ricochets. Unfortunately, the American tam had been watching over their shoulders and were soonpractising the same tricks themselves!
Each player had three minutes to get the highest score in this final round, throughout which the screaming compere |who just happened to be Larry Sparkes, ex-marketing manager of Activision UK) continually exhorted the players to show some EMOTION!" while the players continually whispered rude things about him under their breath. "Come ont We want the numbers!" he yelled into his failing microphone. Experts have yet to decipher this.
With Larry Sparkes walling in his ear, Richard wasn't doing tho well, and he was forced to quit the game and restart three Imes, losing him a minute of timel But on the fourth game everything seemed to click, and he suddenly began romping hrough the levels with pinpoint accuracy, collecting special sonuses at every furn, and finally finishing the game with a heat-winning score of 41,250 !
However the best was yet to come, and when Simon stepped up for his heat he showed himsell to be a true E-moiion maestro and knocked up a vast score of 69,950 . which was far and away the best score of the round!
Fresh from meeting the cast of Grange Hill, The champions pause only for posing!


Hurrah! and Hurrooh! After trouncing the French and Spanish teams in last year's European Championship the British team proved they're world-beating gamesplayers! Each team was ushered up to the stage to be congratulated by the outstandingly famous stars of Grange Hill, a slightly less famous Cockney comedian (whose name eluded everyone), and of course the vast crowd of show-going punters who had gathered around. After a rousing chorus of Land of Hope and Glory, everyone held matches in the air and began to sway with patriotic passion, and the team marched boldly off-stage to collect their prizes, and think of next year...

## LET'S HAVE A LOOK AT THE OLD SCOREBOARD...

And so the competition was over. Each team's top two scores on each game were noted and each player was allocated the following points according to his score.

# THE OLD SCOREBOARD 

## COLUMNS

| UK | IST | 18,166 | 10 POINTS |
| :--- | :--- | :--- | :--- |
| UK | 2ND | 16,213 | 8 POINTS |
| ITALY | 3RD | 13,976 | 7POINTS |
| ITALY | 4TH | 10,286 | 6 POINTS |
| USA | 5TH | 6,934 | 5 POINTS |
| USA | GTH | 6,635 | 4 POINTS |



## TOTALS

UK WINNERS WITH 15 POINTS
ITALY SECOND WITH 14POINTS
USA THIRD WITH 11 POINTS

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ST £24.95
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## 16 BT MEGADRIVE Jorstick Stper graf 20 COREGTAX AM XPOBTING IMPDRTNG <br> NEO OEO

## REVIEW Rewnwwn

## damiga

## BY GREMLIN

The Lotus Esprit SE Turbo is one of the fastest cars on the road, and with a 254 thp engine and a top speed of 163 mph it can "out run" (aheml) almost anything on four wheels.

Gremlin have acquired the ficence for this amazing marque, and produced this - a one or two-player Lotus challenge game, in which you

## GET IN THE FAST

LANE
The Lotus Esprit Turbo SE is one heck of a car, and the specs behind are nothing shor of amazing. Check these out!
MAXIMUM SPEED
ACCORDING TO
GEAR
1 ST . 41 mph
2ND - 63 mph
3RD - 102 mph
4TH - 133 mph
$5 \mathrm{TH}-163 \mathrm{mph}$

## ACCELERATION

TIMES TO $60 / 100$ MPH
0.60 mph in 4.7 secs
0.100 mph in 11.9 secs

race either the computer or a friend around one of 32 different tracks, whilst trying to keep ahead of 18 other manic Lotus drivers.

At the start of the game you can adjust game parameters such as the difficulty level, number of laps, control method and whether the car has manual or automatic gears. After that, select one of four tracks from the in-car CD player, or just switch it off and listen to the sound of squealing tyres.

Then it's onto the race itself - zoom down the twisting track over hills and down dips

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STRIDER VALKYRIE SPIDERMAN
INSECTORX LEG.AXE 2 PAPERBOY
HELLFIRE SPLATTERHOUSE DRMARIO
GOUF
VIETNAM 1975
NINJA COMBAT
SUPER MONACO DEVIL CRASH DOUBLEDRAGON RIDING HERO
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## REVIEW



Pindizzy is backl Paul Shirley's classic mixture of Marble Madness with a huge dollop of exploration elements went down a storm with 8 bit gamesters across the globe, but the hero of the piece, GERALD, has never appeared on a 16 bit system until now!

The original author has taken Spindizzy into the 21st Century and beyondl Here, GERALD takes to the stars! The vast playing areas have been split up into worlds and solar systems, and for each world a different quest


awaits．Generally，the objec－ tive is to collect a number of energy crystals scattered around the scrolling isometric 3D environment，and then making your way to the exit． Complete this for all sectors on a single world，and an－ other even more fiendish one awaits！

If that sounds ridiculously simple，re－adjust your think－ ing！Your greatest challenge will be the terrain itself．The contoured hills and bumps all have an effect on GERALD． Shallow hills can be nego－ tiated with ease，but GER－ ALD＇s turbo boost facilities will be tested to the max in order to conquer some of Spindizzy＇s steeper peaks！ On some worlds a time trial comes into operation． Here，you＇d better have your Spindizzy skills honed to per－ fection，as you＇re going to

## GERALD：a probe with a

have to collect all those crys－ tals AND escape before the crushing time limit spells an end to your game－conquering aspirations．

Different coloured swit－ ches also litter the landscape． These all have some kind of effect over the lifts and path－ ways that can be found around each of the worids． Some switches will turn on lifts．Others may create path－ ways that＇ll lead the way to that previously unreachable crystal．Almost lethal cunning is required in order to reach every crystal on every level．

But remember，when you＇re in control of GERALD． it＇s a matter of life and death！ Pixel－perfect dexterity is needed in order to conquer the terrain and remember：if you fall too far，GERALD has a tendency to explode and lose you some energy！The

ALD：a probe with a mission．

assorted meanies that infest the worlds are also out for blood（or rather，energy），so it＇s a good idea to give them something of a wide berth in order to succeed．

## UPDATE

Priced at ع24．99，you＇ll find that Amiga Spindizzy 2 is every bit as good，if not better than the ST game，with smooth scroll－ ing replacing the ST fllp ＇$n$＇scroll system．


Spindizzy ranked as the greatest 8 bit Marble Mad－ ness type game ever－and you discerning 16 bit owners have a new，im－ proved version！It＇s not just a tepid port－across either．Spindizzy was noted for its sheer vast－ ness，but in this sequel It＇s been increased ten－ fold with hundreds of huge worlds to explore and enjoy．My current fave is PacAttack，where Spindizzy 2 doubles up as a 3 D version of the classic Namco coin－op，only this time PacMan＇s out to get you！The surreal graphics overall are superb and the use of colour is excep－ tional．The sound is great too－swing your pants to a totally groovable hard－ rock soundtrack and keep your ears pinned back for the decent spot FX．The vastness of the quest， coupled with the different objectives will keop your interest up for weeks on end．You＇d have to be a drooling pillock to forget about purchasing this classic game－so don＇tl

RICHARD
LEADBETTER
GRAPHICS 94\％ SOUND $\quad 87 \%$ VALUE 94\％ PLAYABILITY 93\％ OVERALL 93\％ OVERALL $93 \%$ ，
／／／／／／／／／／／／／s 49


## aWesoInt

## and then some!

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graphics and enough 16-Bit power to test
the best and spit out the rest.

THE SEGA MEGA DRIVE Games Console - with 16-Bit power . . . your fingers become weapons ع189.99 includes free game - 'Altered Beast:

## RUEN



## BY DOMARK /TENGEN

In the nuclear blasted wastelands of the future, only one form of competition exists . the Badlands hot-rod racing championships! Here, the meanest and moodiest drivers take their custom-designed motors along to eight of the worst-hit zones and test them to the limits of hardship and endurance.

Three players race along the eight circuits, and their aim is simple. Winning is the aim of the game, because prizes mean money and money means upgrading your vehicle. The currency of the future is wrenches, and at the Badlands Garage wrenches can buy you speed, extra acceleration, shields and best of all, weaponry!

At the Badlands courses, not only are the courses out

## wuwn $\mathrm{C}+\mathrm{VG}$而






## 66 Just what a game should be: looks good, 99 sounds good, and plays like a dream.



The 30 vector graphics syatem in simsiera features solid filled 30 graphles with shadoes asd light letensity surfaces. The gystem allows solld and wirotrume nurfices to be frosly mised. Stippie and frasspartet/semi:trasparent suffeces are atse emploped.
The griee code rims ap to 252 mea ploper ajjectes on the mag. The game cycie rate and the view cycle are independent so that pame time can be kept more or inss coestast even if the flapley rats is slowed down.
Special explotion effects ane achieved uning a lididy sticiest particie costrilier that individially meves up to 100 particles. Definitoly a gane that goes with a lang!


Immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a greal leeling of speed Battle is last and furious and you can power up the SRV with loads of goodies including speedups, radar, fire and forget missiles, larget display systems, shields, and extra lives.

Chris Morley, ACE, October 1990


To add variety to an already ereiting gane, Micrastye have thrown la a wide vartety of ansmles. Finst, and most cammon, are the laser furrets that alowly suesep in a canplote clicle untill they lock onto you, whercopan they fire velounly. Various ground and alr attack eraff, sech as jeeps and small tanks, race around the walkways.
 the mepatanks - these can mely be killed wilth misailen. but wher shat eiplode in the most sathfactory way yet, by fint ajecting the pen turnet mad then collipering in an
themselves with a toritie semad effect.
nroughout the pene you alse have access to a map computer war of the future and produce a red hot 3D
shoot-em-up as an and produce a red hot
shoot-em-up as an incentive...
Cyberscape rules in the tar future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real worid and as a resull you have hordes of bloodthisty simulcratt pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix isself
You control a sophisticated Sutace Reconnaissance Vehicle (SFV) wilt swing wings that give it limited flight capabilities. You drive your SRV around the matrix, ericountering every so often a thin red line thal denotes an energy bartier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it. which will ift the barrier and allow you to proceed.


MICROSTYLE hurl you into the
that is sighitly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound eflects are superb and add to the sensation of speed. There's also a wondertul intro sequence.
Just what a game should be looks good. sounds good, and plays like a dream.
Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

## RELEASE DETAILS

| ATARI ST | $£ 24.99$ | OCT 90 |
| :--- | :--- | :--- |
| AMIGA | $£ 24.99$ | OCT 90 |

No other versions planned
AIf excerpis quoted iy kind permission of Ace


## REVIEW R $1 / / / / / / / / / / / 1$



A Alien terror puts the dampeners on Fester's
family's neighborhood and planted their Raspberries of Death all over the place. Brave baldy that he is, Uncle Fester has taken it upon himself to defend the lamily residence and see the offworlders well and truty off the world.

Armed with his doom-ray blunderbuss, Fester sallies forth into the scrolling cityscape, dealing death and destruction to the raspberries, which are accompanied by nasty blue and red Festerseeking toads and floating.

## BY SUNSOFT

W/haddaya mean, "Who's Uncle Fester?* You mean you've never heard of the Addam's Family? Well, obviously ITV aren't rerunning any episodes of this cult US comedy show round your way, so I'd better fill you in.

Gomez, Morticia, Wednesday, Puggsly, Granny, and of course, Uncle Fester, are a family of slightly horrific freaks who, not surprisingly. lead rather freakish lives, as this particular episode proves.

Strange mutant aliens have invaded the Addams
caterpillar-spitting heads. Luckily; when these beasties explode they leave behind yummy Fester goodies, such as money (1), swervy-bullet gun upgrades, whips, keys and light bulbs to help Unc on his way.

The light bulbs come in handy when Fester has to travel underground, fighting off rats and green blobs in the dark sewers. The keys let Fester into houses where other Adamses are wailing to hand over explosives and vice-grips and all those other goodies unavailable elsewhere.

| $/ / / / / / / / / / / / 1$ |
| :---: |
| NINTENDO |
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Uncle Fester - what a wacky character. Uncle Fester - what a dull game. After the fab moonba-thing-Fester opening sequence and the funkadelic titte music, the unrewarding walkabout/shootout gameplay was something of a downer. You just go on and on shooting bloblike monsters that reappear the moment their remains scroll off the screen, and the humorous potential of the Uncle Fester link is never actually used during the game. Even the graphics are flickery and unimpressive, so there's not even much compulsion to play on and see the next bit of the game. Admittedly, this is one of the cheaper Nintendo carts, but you'd be better off saving your money until nearer Christmas, when there are some really great Sunsoft titles coming out.

PAUL GLANCEY GRAPHICS 66\% SOUND 81\% VALUE 70\% PLAYABILITY 55\% OVERALL 56\%




# DEVIEW 

 BY US GOLDThis pseudo-sequel to the cracking E-Motion, is set inside the human body. where a war is raging between invading virus cells and the body's own defence mechanisms.

Most of the time, these virus cells are easily defeated, but when a strain mutates, it's time to activate the artificial Vaxine system, a remote controlled detect-andeliminate mechanism designed to enter the body and dispose of any intruders.

The "body" is a chequered floor, dotted with numerous key body cells, in the shape of small domes. Enemy viruses gradually bond together in order to attack these domes, but also use the cell's proteins to multiply in number!

To save the body, the cells must be defended by blasting a virus with a colourcoded antibody (use the wrong colour, however, and the shot will have no effect). or using a "trojan" cell, which

will bond with a virus, wait for more to bond with that, then destroy the whole bunchl Once all viruses in the area are destroyed, it's on to the next part of the body.


A Blast the stars for extra antibodies!
© 0


Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play
$\star 1$ to 4 players option (Amiga \& ST)
$\star$ Kit Design (Amiga, Atari ST \& IBM)
\# Facility to load Player Manager teams and designed tactics.

* Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
* Two players teams mode against the computer.
$\star$ After touch controls to bend or dip the ball.
» Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red \& yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
$\star$ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - Ultimate soccer simulation. 96\%.
THE ACE - Brilliant. Buy, Boy, Buy. 930.
AMIGA FORMAT - Best footy game to have appeared on any machine. 94\%.
ST FORMAT - What a gamel Gem to play. Magic. $90 \%$.
C \& VG - Championship winning material. 95\%,
GAMES MACHINE - Probably the best sports game ever. 92\%.
COMMODORE USER - No other footie game can touch it. 90\%.
AMIGA ACTION - Surpasses all other football games. $93 \%$.
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

KICK OFF 2 (Expanded Amiga).

## BY ACTIVISION

Now that Activision are closing their UK programming arm, this translation of UPL's coin-op looks like it will be one of their last arcade conversions, with the fate of R-Type II currently hanging in the balance.

In Atomic Robo Kid you play the large-nosed cybernaut, who seems to be pretty unpopular amongst the inhabitants of this part of the galaxy and he is constantly beset by hordes of alien beasts out to fry his circuits. In such circumstances there is only one option open blast 'em out of existence!!

Every so often power-up crystals appear, giving Kid additional speed, or one of four powerful weapons - a mahoosive laser cannon, which fires large bursts of atomic en-
 sions have kept most of the gameplay, although they will lack some of the larger alliens (such as the

A Triple laser death annihilates the opposition!

## 

Atomic RoboKid didn't exactly set the arcades on fire when released, but was still a fun shoot 'em up to play, with jolly graphics and sound. Now It's on the Amiga, and pretly much the same story applies. The graphics are true enough to the coin-op, with some very nice sprites and backdrops, but the paral-lax-scrolling screen chugs along a liftle sluggishly, and the action slows down noticeably when the screen fills up. The sound is what you'd expect from a game of this nature (boom, bang, etc), and is nothing to write home about, although the title music is pretty swish. Overall, not a bad game, but it's overpriced and the aboveaverage skill level makes it a no-no for novice blasters. If you're up to it, take a look, but don't expect too much.

ROBERT SWAN

## GRAPHICS 82\%

SOUND 79\%
VALUE $81 \%$
PLAYABILITY 80\%
OVERALL 81\%

|  |  |  | ${ }_{0}^{\omega} \dot{0} \sum_{<}^{\infty} \sum_{<} 5$ |
| :---: | :---: | :---: | :---: |
| 12 | Shadow Warriors | Ocean | - ○○○ |
| 2. | Quattro Adventure | Code Masters | - |
| 3 | Rastan | Hit Squad | - |
| 41 | Pro Boxing | Code Master | - - . |
| 56 | Temple of Doom | Kixx | - |
| 6 - | Daley's Challeng | Hit Squa | - |
| 73 | Paperboy | Encore | - |
| 18 | Yogi's Gt Escape | Hi-Tec | $\bullet$ |
| 95 | Fantasy Dizzy | Code Maste | - |
| 10 - | Salamander | Hit Squad | - |
| 4 | Match Day | Hit Squad | - - - |
| 12. | 4×4 Racing | Kixx | $\bullet$ |
| 137 | Treasure Island Dizzy | Code Master | - |
| 1411 | 1 Question of Sport | Encore | - |
| 15. | The Munsters | Alternative | - |
| 1612 | 2 Jack the Nipper 2 | Kixx | - |
| 1719 | 9 Ruff and Reddy | $\mathrm{Hi}-\mathrm{Tec}$ | - - . - |
| 18. | Corporation | Core | - . - |
| 19. | Pro Golf | Atlantis | - |
|  | ng Kong Phoo | Hi-Tec |  |



The all-formats chart has gone totally crazy this month, with Shadow Warriors slicing its way to the top, budget gear following in abundance - and no
football games whatsoever! Ker-ikey! A lot of the Christmas biggies should be out by next month, so expect them to make an instant appearance at the top.



HA! Told you so - F19 is still flying high at the top spot this month. Kick Off 2 is still clinging on for dear life at number 8 , and BSS Jane Seymour is in at number 16, but apart from that, there's nothing else to get excited about, really.

## ROB'S TIP FOR THE TOP

Hmm, this is tricky. I reckon F-19 will hang on to the number one spot, followed by those lean green fighting machines (no, l'm not saying Turt - arrgh!).


| 1 | 1 | F19 Stealth Ftr | Microprose | 89\% |
| :---: | :---: | :---: | :---: | :---: |
| 2 |  | Targhan | Action 16 | 61\% |
| 3 | 4 | Pro Tennis | Code Mstrs | 70\% |
| 4 |  | Yogl's Gt Escape | Hl -Tec | 83\% |
| 5 |  | Shadow Warriors | Ocean | 84\% |
| 6 | 5 | Italia 1990 | Code Mstrs | 28\% |
| 7 |  | Future Bike | Hf -Tec | $72 \%$ |
| 8 | 2 | Kick Off 2 | Anco | $95 \%$ |
| 9 |  | Pro Powerboat | Code Mstrs | 64\% |
|  |  | Fast Lane | Action16 | 24\% |
|  |  | Formula 1 GP | Microvalue | 63\% |
| 2 |  | Falcon Disk-2 | Mirrorsoft | 93\% |
| 14 |  | Orient Games | Microstyle | 83\% |
| 15 | 12 | Drivin' Force | impressions Dig Magic | 77\% |
| 16 |  | BSS Jane Seymour | Gremlin | 919 |
|  |  | Battle of Britain | US Gold | 89\% |
| 18 | 15 | Football Mngr 2 | Addictive | 77\% |
| 20 |  | On Safari | Action 16 | 22\% |
| 20 | - | F29 Retaliator | Ocean | 60\% |



## SPECITUMTOP20

Hit Squad
Ocean
Code Mstrs
Kixx
Code Mstrs
Code Mstrs
Hit Squad
Code Mstrs
Hi-Tec
Hit Squad
GTI
Atlantis
Hi-Tec
Encore
Kixx
Hit Squad
Encore
Alternative
Players
Kixx

Hit Squad Ocean Code Mstrs Kixx
Code Mstrs Code Mstrs Code Mstrs Hi -Tec Hit Squad GII Atlantis Hi -Tec Encore Kixx Hit Squad Encore Players Kixx

89\%
86\%
80\%
75\%
79\%
63\%
74\%
80\%
80\%
87\%
64\%
60\%
35\%
89\%
77\%
60\%
65\%
56\%
72\%
63\%





ENGINE TOP
5

| 1 | 2 | Devil Crash | $93 \%$ |
| :--- | :--- | :--- | :--- |
| 2 | - | Don Doko Don | $93 \%$ |
| 3 | 4 | Ninja Spirit Soldier | $83 \%$ |
| 4 | 1 | Super Star Sol | $89 \%$ |
| 5 | 5 | Super Foolish Man | $81 \%$ |

## PC ENGINE

That smashing pinball scorcher Devil Crash bowls into the top slot, followed by the wacky Don Doko Don and Ninja Spirit. Super Star Sof dier slides to number four, and Super Foolish Man stays where he is.
95\% $90 \%$

## 93\%

 94\% 91\%seems like those ruddy Turtles will be slicing their way to the top this time next month.


Erkl Again, budget stuff rules the roost, with only Shadow Warriors making a fullprice stand. Match Day 2 stands alone as the only footy game knocking about, but the resf of the stuff seems to be a mixed bag of falr to middling games.

## ROB'S TIP FOR THE TOP

I don't mean to sound repetitive or anything, but from the sheer strength of it, it


1

## M ECAD $-1 / V=$

Super Monaco GP screeches into pole position this time round, with Michael Jackson moonwalking into the second slot. E-SWAT holds third, while Batman and Insector X hold fourth and fifth places respectively.


Don Doko Don
Ninja Spirit
Super Star Soldier


89\%

| 1 | 2 | Super Monaco GP |
| :--- | :--- | :--- |
| 2 | 1 | Moonwalker |
| 3 | - | E-SWAT |
| 4 | $:$ | Batman |
| 5 | - | Insector X |



1

(2nt

Super Foolish Man
[-


## ACE \& ACE 2 ENCORE

Iflooks llke two-game action is flavour of the month in Budgetsvillel Affer the brilt But Bashfiuclous jot, here's Encore's ottering. Theyve bundled together ACE and ACE 2 in what must rank as one of the greatest double acts since timio and targe (hard to believe - ED)

Both games are tight simfutatorn with the emphasi on atcade-sigle combat tpar tientarty ACE 2 ) and both received juicy accolades when they first came out On the Specinum and C6t this


Seek and purchase these two lovely flying games immediately - before they've sold out!
OVERALL 90\%

double pack is simply a must both gamos are totally differ. ent, so you're not just getting the same old rubbish twice, eitherl An essentiel purchase tr the oh-so-lovely budget pricel


Nnyyeeoooooww! Dakka dakka dakka! ACE 2 isn't so hot on the of' Speccy, but ACE is really good. At the magic price, you can't go wrong!
OVERALL 87\%


## PRO <br> GO-KART SIMULATOR ZEPPELIN GAMES

Qurn along to three test Biracks and race YOUR Go-Kart against four of the craziest Go-Karting enthusiasts ever to hit the face of the Earth. Ahal Bui you have a secret weapon up your sleeves (and presumabty on your Kart) - turbo boost powerl

As you can tell from the screenshot, the viewing area in this 3D game isn't quite


This isn't really that bad, but quality games of this tik are two a penny at the budget price.

## OVERALL 52\%

large enough, and even with this reduced space, the 3D itselt is jerky and unconvinc. ing. My advice is to forget about this tepid release right How and choose something better, like that fine golden oldle (now also at budger price) Enduro Racer.

## BUG BASH \& NUCLEUS MICROTEC

ENTERTAINMENT

-     - jere's a novelly: two origMinal Amiga games sold in a double pack for thirfeen quidlets1 OI course, it doesn't matter how many games you bundle together it they're all a complete sack of dung, but here Mierolec Eniertainment have come up with a couple of corking quality numbers.

Bug Bash may sound like a game with Centipede overtones, but you actually end

up with a horizontally scrolling (as smooth as a coin-op) garden-based blast 'em up. Beautiful graphics and brilliant sound tracks add loads to the trash collecting mayhem. This game could sell on It's own for thirteen quid - kid you notI

After the smashing Bug Bash, Nucleus is a tad disap. pointing. Sest described as a game with definite R-Type overtones, it has totally groovy sonics and slightly elutiered graphics, but unfor. tunately the scrolling's a bit too slow as is the firing rate of your ship, and the collision

detection is sometimes suspect.



## QUESTION OF SPORT ENCORE

Does this game need any introduction? Apparently so, it seems. Take control of either lan "The Brane" Botham or Bill 'Bill' Beaumont answering questions from the inimitable David "Err... Remarkablel' Coleman.
The computer version takes six rounds from the original quiz show and 're-works" them in order to make them fit the muttiple choice format. What this generally means is that the only connection between this and the TV show is the names of each round. The picture board for example isn't a case of identilfing the celebrity - It's now a random sporty question that youll have to answer.
Six repetilious rounds of this sort of bland trivia isn? super-exciting by any stretch of the imagination, and at ten quid - you must be joking!


A pretty ghastly "translation" of the TV show, only for the most singleminded sports trivia buff.
OVERALL 42\%


You'd need to be some kind of David Coleman grouple to have fun playing this game.
OVERALL 42\% /1/1//////1/14


A bit too similar to the Amiga version for most people's Ilking. Buy it only if you suffer from chronic insomnia.
OVERALL 42\%


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Please note all the above games are imports and may need modification to run on the official British 16 Bit Sega
We are also slockists of Noo Geo/Nintendo/Sega 8 Bit and 16 Bit (UK)/Atrarl Lynx/PC Engine Handheld


## ANARCHY PSYCLAPSE

The anarchists are back, this time on your trusty Amiga - but they're still up to their old chaotic tricks. So, waste no more time. Get into your ship and start the carnaget You've still got to look out for key personnel imprisoned in cannisters on the planet's surface and make sure that the anarchists don't get to them, and don't forget to make full use of the extra weaponry available - as the saying goes "there's a lot of it about:

Psyclapse haven't disap-


## -0.0.0.0.0.

 M1 TANK PLATOON MICROPROSEAter a successful tour of
duty on the PC, M1 Tank Platoon finally makes it to Commodore's 16 bit wonder and it ain't 'alf bad, chiell There's a wealth of missions on offer here from the pretty tedious target destruction to the in-the-thick-of-it Soviet tank bustingl Although you take the helms of a platoon of tanks, the enemy aren't quite so restricted. They'll throw a whole defence budget's worth of heavy metal at you, so look out for airborne targets as welll

There's no denying that M1 Tank Platoon is a very im- ally only recommended to diepressive technical simutation hard simulation fanatics.

pointed us in bringing their corking Defender variant to the Amiga. The action's even faster and smoother than the ST game and the sound is even more heavy. Check it out as soon as you see it gracing the shelves of your local software shop.
encompassing too many aspects of tank-based warfare too list here. You'll have to become adept at both driving and gunning in order to progress past the first practise missions. In-mission strategy is also needed to outwit the enemy and as you're controlling a whole platoon you going to need to think tactics for more than one tank and issue orders accordingly.

Problem is, the gameplay itself is far too slow. The impressive 3D visuals lose their effectiveness simply because they don't update quickly enough - and that's on the minimum detail settingl For this reason coupled with the sheer enormity of the program, M1 Tank Platoon is re-


## SHADOW OF THE BEAST 2 PSYGNOSIS <br> You thought you had foiled the Beast Mage's evil designs in Beast 1, didn't you? Well, in this sequel he's

 INDIANAPOLIS: ELECTRONIC ARTS
Finally! The rip-roaring, to-- tally fabbo PC formula one racer hits the Amigal Hurrahl Well, the good news is that this particular version looks and sounds EXACTLY like the PC version running at 26 MHz with an Ad Lib sound boardl We're talking very good indeedl The 3D polygon graphics are amazingly fast, the sound is just completely topper and the playability's as red-hot as ever.

The bad news is that the simulator feel of the game is perhaps too strong - the car is quite hard to control effectively, and the other drivers are no push-over, either. Add that to the fact there is only one circuit to drive around and you could grow a bit bored with Indy after a couple

## MATRIX

MARAUDERS
PSYCLAPSE
Take to the Matrix with the aid of Psyclapse's latest release. Yes, it's another future sport that promises excitement, thrills and spills but doesn't quite deliver.

Psyclapse describe this as
vastly annoying gameplay. Disk access time is simply too long, and it's simply too easy to die. Believe me, Beast 2 is significantly worse than the original. If you were over the moon with the type of capers Shadow of the Beast proffered, then Beast 2 might well warrant purchase but at thirty five quid (albeit with "free" yucky t-shirt), you must be kidding.


Hmmm. Not really that bad, but un-user friendly gameplay isn't hidden by the brilliant visuals.
OVERALL 59\% [/IIIIIIIIIIIA 00910000000000

## - Нッ००००००००००००००००

made off with your kid sister (as depicted in the brill intro sequence) and you must run, jump and kill until she's back with the good guys.

Beast 2 has wonderful graphics (which aren't quite as good as the original). pretty good sound (ditto) and

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## BY AUDIOGENIC SOFTWARE

magine elements of Tetris being mixed and matched with some original concepts thought up by the tortured minds at Audiogenic and you're some way to describing some of the "delights" Loopz has in store for you.

It's your job to take the shaped pipes the computer


Loopy larks abound in the new Audiogenic game.

dishes out and arrange them around the playing area into loops. It's not quite as easy as it sounds though. The game isn't going to make matters easy for you and whilst you're waiting for one loop to be completed you may have construct many more simultaneously in order to keep on going. Completed loops dis-

- An example of how not to play the game!

appear, enabling the loop-creating larks to continue.

Don't hang about pondering your next move, because every time the computer gives you a piece of pipe to play with, a timer starts counting down. Get rid of that piece before time runs out or you lose a life..

## UPDATE

Audiogenic are planning versions of Loopz for the C64, Spectrum, Amstrad, SAM Coupe, PC, MSX, BBC, Macintosh and even the Amstrad PCWI There's also a Nintendo verslon which is coming out in the States pretty soon, and should appear on this side of The Pond by next summer.

|  |
| :---: |
| ST Loopz is much the same as its Amiga counterpart. It's good, but doesn't run rings round the opposition by any stretch of the Imagination. |
| OVERALL 79\% |
| $1 / / / / / 1 / 1 / 1 /$ |

F//////////////I AMIGA £19.99
After the terrific C64 Emlyn Hughes soccer, we haven't really seen anything too amazing from the Audiogenic lads. Loopz, however, shows that they're back on the track to glory! The basic loop creating gameplay may seem a bit too simplistic, but that's probably the game's greatest strength. A sense of real achievement is gained after completing a really complex loop, but having said that, the levels of strategy in this game don't quite match up to the thought and planning required in Tetris or Pipe Mania. The graphics serve their purpose, but a lot of companies are putting a lot of fancy graphical touches to their puzzlers these days and Loopz looks a bit dated. The sound Isn't so bad; but David Whittaker's tunes sound flat and unexciting. I'm usually a sucker for a decent puzzler, but that indefinable something that made Klax and Tetris the classics they are is simply not present in this otherwise decent offering.

## RICHARD

LEADBETTER

| GRAPHICS | $67 \%$ |
| :--- | ---: |
| SOUND | $66 \%$ |
| VALUE | $84 \%$ |
| PLAYABILITY $83 \%$ |  |
| OVERALL $79 \%$ |  |
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A Klick, klack, klax!


## BY TENGEN

$\Delta$ pparently, in the good ol' USA, Klax is a something akin to a national institution if you don't Klax very often, your street credibility rating is on par with that of a public lavatory attendant! This is all quite strange for a game where the main object just involves creating some nice. pretty patterns.

Perhaps I should elaborate slightly. You control a paddle that scoops up coloured tiles from the onscreen ramp and arrange them in the bins at the foot of the screen into patterns. Patterns make points (whaddo patterns make?) and that's Klax's main objective.

A bog standard Klax is just three tiles of the same colour in a row in any direction. Klaxes involving more tiles usually give you more points, and the tiles disappear once you've "klaxed"
them. That being the case, you can rest tiles on top of one another, so that when you've klaxed one, the tiles fall down to immediately form another klax. It requires a degree of skill, but you get BIG points for your efforts!

There are one hundred waves in Klax, and the object of each wave is slightly different. Klax Waves simply demand that you complete a number of klaxes, but others tike Diagonal Waves, Tile Waves and Point Waves have differing objectives (making diagonal klaxes, clearing a set number of tiles and scoring a set number of points).

But bewarel The on-
slaught of tiles running down V Choose your level.


A 28 tiles to go-eek!

the ramp just gets faster and faster, so be sure to get the big points early! When all the bins are full it's game overso get klaxing!
Thanks to PC Engine Supplies of Stoke and Spectresoft of Covent Garden for the loan of TWO Klax cartridges!

## UPDATE

There are already some super Klax conversions available on all popular 8 and 16 bit formats from the Tengen/Domark stable, so go for it, computer owners! Lynx Klax is coming soon, and don't be too surprised if it crops up on the Megadrive in the not-too-distant future.



## Make no mistake, Klox is

 a pixel perfect copy of the arcade originall Everything that made the coin. op look and feel like an absolute dream has been incorporated into this Engine conversion, even down fo the rounds of ap. plause and the sampled "ooohhhht" when you pull off a rather ingenlous multiple Klaxt The concept itself relies on pure brain-power, but even if you're as thick as two short planks you'll find a great deal of fun can be gleaned from this liftie gem. For a game that isn't visually exciting by any stretch, you'll find that this is probably one of the greatest Engine cards available. You'd need to be a gibbering imbecilo toavoid this. so buy avoid this, so buy it now you won't regret it:

RICHAPD
LEADBETTER
 ?
direction of your next shot before making it.

If a foul or similar breach of the rules is made, you can refer to the built-in rule book, which states what you have done wrong and how to avoid doing it again.

## BY ELECTRONIC ZOO

Cub booo-te ohl What a Sbrill game, eh? Many were the days I was huddled over the green felt pitch flicking little plastic figures around, trying to knock a small plastic sphere into the back of a net. Ah, bliss.

Well, those days are back in digital glory with the computer versions of this classic game Subbuteo the Computer Game is played in the same fashion as the table-top version. You can select which player to use, where to


## $\triangle$ 3D revolution-ary Subbuteo!

flick him, how much power you should use, in which direction and so forth.

Before you kick off you can select whether to play a one on one match or a full league with up to eight separate players. You can then select team colours and names, then it's time to get started. In the 16 bit versions, the pitch is viewed in 3D, so you can spin the playfield to check the

## UPDATE

Goliath Games (of Track Suit Manager fame) are programming versions for the ST, Spectrum, C64 and Amstrad. The 8 bit versions won't have the 3D point-of-view, but that shouldn'taffect the gameplay too much.

/ $/ / / / / / / / / / / / 1$ AMIGA $£ 24.99$
My first reaction to a conversion of Subbuteo was, and still is, why? Apart from the computer opponent, the game is the same, and to my mind it was the interaction between real people that accounted for a good deal of the board game's appeal. The computer version is well presented, and forlows the FISA Subbuteo rule book to the letter any wrong move is instantly picked up by the computer ref. The graphics are very nice, and perform their function well, but sound is sparse with the exception of a jolly titte theme. The gameplay is quite slow in comparison with the table-top version, so unfortunately you can find yourself getting bored with it quite rapidly. To be frank, Subbuteo is a bil of a loss, not because It's badly put together (in fact the opposite is true) but because you could go out and buy the real thing for less, and have a heck of a lot more fun.

ROBERT SWAN GRAPHICS $81 \%$ SOUND VALUE $\quad 73 \%$
PLAYABILITY $77 \%$ OVERALL 75\% A Click to kick in Electronic Zoo's latest!




A A ghastly apparition issues forth...

## IM ARTS

end an ear to my tale, my friends - and ready yourself for a story of terror and constant endurance against the odds. It started with the disappearance of my aged wizard mentor - Mordamir, famed wizard of the Crimson Keep. The last that I'd heard of him was that he'd begun to explore the mysteries of the dark labyrinth, seeking to gain yet more mystical knowledge in his quest for Enlightenment. But the dungeon was jealously guarded by a huge fire-breathing dragon, and the tidings that I received about Mordamir's condition were far from good.

That was all so long ago that I wondered what had happened to him. All I had to base my adventures on were some scribbled notes that Mordamir made before his untimely disappearance. It was up to me to enter the dungeon and use all the skills and spells that my master taught me in order to overcome the warring goblins and trolls, and combine my power with Mordamir's against the dragon.

Levels of trap-ridden danger had to be conquered before the final confrontation. On the first level I encountered lethal goblins intent on my immediate death. Thankfully, I located a fireball spell which I used sparingly against my foes. Amongst the more lethal of the dungeon's denizens were Shades - a form of life invisible to even my magically enhanced vision. Only by lighting torches and tracking their shadows was I able to avoid them and make good my escape.

I unearthed a map which told me of all the locations of traps on this first dangerfraught level - but too latel The ground gave way before my feet and I plummeted downwards. Krangll My magical staff hit the edges of the pit and stopped my descent. Only with quick thought and cunning was I able to swing my way up to safety...

But then, what next? A - "Greetings oh powerful warrior!"


Let's make no bones about it - If you have the honour of owning a 1 MB Amiga, then The Immortal is simply an essential purchase. The whole feef of the product is faultless.
The puzzles require simple lateral thought (none of this "use the plutonlum on the toaster to create a thermo-nuctear missile" rubbish), and the incredibly user-friendly control method means that actually doing what you want to do can be done with the minimum of bother. What can I say about the visuals? Well, try "beautiful", "exquisite", and "superbly animated* for sfarters! The atmosphere generated by these quality 30 isometric graphics is sim. ply unsurpassed, beating even Cadaver into a cocked hat. The sound isn't bad either, with an eerie organ-type number enhancing the atmos. phere still further. The Immortal mixes the sophistlcation of the best arcade adventures with the clas. sic Knight Lore-style gameplay - what further recommendatton do you
need?

RICHARD
LEADBETTER GRAPHICS $95 \%$ SOUND Value PLAYABILITY $93 \%$
OVERALL 93\% שIIIIIIIIIJ

## UPDATE

The Immortal will be taking Atari ST owners by storm, at the princely sum of E24.99. Expect to see something in the Updates section real soon.

# ATHOUSAND WAYS TO DIE... 



For 400 years no-one has dared to take up the Quetralcotis 'Gold of the Artecs', Bret Conrad's special forecs training and combat dury have made danger a way of life. This time the odds are really stacked apainst him - and you, in one of the biggest, most fascinating games ever devised!
Never before has such a massive amount of gameplay and graphics been packed into a game.

U.S. Gold Les. Unite zas Hollond Way. Ifotiord, Brominghan is 3 AX



## VISIT THE LAND

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(Sre intide box for detaist
 (thritrative of the mame rley and me the verum waphifa which vary connidenaw hatsion difirmet finmats in quality and aporatates and are cubiest to the coomputer: specification:



HOMEY 500000



A Wap your wad on the UN counter!

4 Airborne Spectrum chaos!
[111/11111111 SPECTRUM $£ 9.99$
rcant really say that the arcade game really appealled to me at all. The coln-op added nothing to the already flogged-to. death horizontally scrolling shoot 'em up genre. It's much the same story on the Speccy conver. sion. There's no doub that the technical aspects of the game are extremely impressive - the scroll. ing's incredibly good with a nice turn of speed. The graphics, although monochromatlc are fine as well with well-defined back. drops and decent sprites. It's Just a pity that the competent coding wasn't used on a more original concept. That's not to say that UN Squadron is a bad game - far from it. There's plenty to keep you at the Speccy with some pretty decent shoot 'em up thrills on offer - and a fwo player mode as well. If you're a fan of the arcade machine, or a shoof 'em up fiend In general, then check out UN Squadron. No doubt you'll enjoy it immensely.

| RICHARD <br> LEADBETTER |  |  |
| :--- | ---: | :---: |
| GRAPHICS | $86 \%$ |  |
| SOUND | $83 \%$ |  |
| VALUE | $86 \%$ |  |
| PLAYABILITY $89 \%$ |  |  |

rifying guardians to the end of each level and they'll be waiting for your call, so it's a case of pinching as many powerups as possible, buying some mega-destructive weaponary and then kicking some enemy posterior!

thang in his A-10 Thunderbolt. There's ten missions of blasting mayhem on offer, and two of the three heroes can play at the same time! There's plenty of enemy squadrons to be dealt with using your trusty cannon, but when the going gets tough, the smart cookies pick up the power-up tokens that litter the playing area and double their destructive prowess in one fell swoop! Yowzerl Money can also be collected, and at the end of each mission, you can buy extra gadgetry at the UN shop. Forcefields and Na palm are just two of the useful commodities you'll need to keep those enemies at bay.

The enemy can be pretty sly at times as well, so beware! They've despatched ter-



# THE COMPETITION'S OVER AND HERE'S THE WINNER 

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.


Tackle hard for the ball, deep in your own halt, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

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International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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94


## REVIEW <br> R



A Bovine terror stalks this Jaleco conversion!


## BY STORM

Jaleco's Dragon-based coin-op of alien carnage finally hits the home formats! The object is remarkably

V St Dragon sets out to kick alien butt!

your scanners peeled for speed-ups, super invince-oshields, lasers, and various other pods designed to boost your bullet power.

After dealing death to myriad mini-monsters, prepare your nerves for the obligatory end of level guardians, because you'll be facing the likes of robolised mega-cows (I) and huge laser-spitting orbs of power (double II).

You're going to need every inch of your invuinerable, baddie boshing, dragon's tail in order to progress. but keep an eye out for any bullets heading towards your dragon's head - that's its only weak spot!

## $/ / / / / / / / / / / / / 1$ AMIGA £24.99

As an arcade conversion, St Dragon scores very highly. The graphics are nigh on identical to the arcade with some totally terrific sprites andincredibly detailed backdrops. The sonics are great as well, with arcade-like tunes and some superlative spot effects. Random Access's amazing disk routines also mean that more game is being foaded in as you play it so you don't have to wait around for bothersome disk accessIng, eltherl However, for some strange reason (not fully understood by scientists), St Dragon isn't the amazing arcade smash it should be. Maybe it's the slightly sluggish gameplay. It could be the fact that the difficulty level is set a few notches too high. Don't get me wrong - St Dragon is a coot conversion - just don't expect the Earth, that's all.

RICHARD
LEADBETTER
GRAPHICS 87\% SOUND 83\% VALUE 80\% PLAYABILITY 80\% OVERALL 80\%





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A $100 \%$ DIZZINESS


# N7 <br> <br> BY HOT B 

 <br> <br> BY HOT B}
$\mathrm{A}_{\text {sectis are ceroming, wreak- }}^{\text {roghhl }}$ ing havoc and destruction wherever they go - like a hungry plague of huge proportions descending on our fair lands, eating whatever crosses their path! Ooohh!

Conventional insect repellents are useless - these brutes are reinforced with solid steel armour and lethal laser-spitting weaponry. To combat the problem the scien
V Bzzz! Blat that wasp, quick!
tists of the day have put together insector $X$, an insectlike robot capable of infiltrating the insect plagues and even collecting some of the invaders' superior weaponry and using it against them. Our robot hero can collect duo-fire cannons, speed-ups, bombs and spinning blades of power - guaranteed to pierce insectoid armour.

At the end of each level of horizontally-scrolling shoot 'em up havoc, Insector $X$ will
come up against the cream of
the insect fleet. The first hallscreen size enemy fiend youll come across is a horrifying armoured wasp, armed with lethal lasers and a firespitting sting. That's only the first of your problems should you wish to adopt the mantle of Insector $X$.

## THANKS TO...

 ..PC Engine Supplies for lending us the Insector $X$ cartridge. Contact them on (0782) 712759.



I wasn't really impressed with Insector $X$ to begin with. The backdrops looked rather tedious, the sprites were small and dull, and the gameplay ifself felt remarkably dated. My opinions only changed after I had conquered the magnificent wasp-like end-of-level bossl Both the background graphics and the variety of enemy sprites improve as you progress through the game. At times the screen is literally full of six-legged nasties, and you're golng to need to stock up on your power-ups in order to progress. Lose a life (quile easy to do with the pinpoint accuracy of the collision detection) and you'll have to say goodbye all your weaponry and this makes getting further into the game extremely difficull. Insector $X$ is pretty good and does present quite a challenge, but if you want a truly amazing shoot 'em up then you'd be better of buying the brill Thunderforce 3.

RICHARD LEADBETTER GRAPHICS 77\% SOUND VALUE 78\% PLAYABILITY 75\% OVERALL 77\% ////////////////A


## BY PALACE

Stalwart adventurer Boots Barker (so named because of his 32 -hole Doc Martens) is in d-e-e-p trouble. Whilst hot-air ballooning over darkest Alrica, his wife and "best friend" turfed him out of the basket and left him to the cannibals so they could get their hands on the insurance money. As if that wasn't bad

## NIGTHTMMIARE

## enough, when Boots came

 to, he found a voodoo mask had been jammed firmly on his head by a witch doctor, and unless he can find this medicine man and get him to remove it, he'll never leave the jungle!To escape, Boots has to firstly travel through five temples, collect all the jewels that lie within, find the temple god (who will give you a pin, and a special power) and complete three missions - re-unite a lion cub with its mother, feed a hungry chimp and heal a sick native - before progressing to the second level. The pins have to be stuck into a voodoo doll of the witch doctor, who will then become hexed (heckl).

The second level involves you avoiding pushy skeletons and luring four zombies back to their graves. No easy task, as the bony beasts will try to shove you into molten laval


Once this is done, you take on the witch doctor himself aiee!

All of this is viewed in 3D forced perspective (a la Knight Lore/Cadaver/Spindizzy/etc), and Boots merrily leaps about the platform scenery, squashing any nasties by jumping on them with his big boots.

When things get a bit

hairy, though, you can spend any jewels or bananas you've found to buy maps, dynamite, machetes and other weapons in one of Romero's 9-5 Emporiums, which are staffed by decomposing zombies (Romero? Zombies? Hmm). There are also casinos about, where you can try to win more crystals, but be warned the machines might be riggedl

## UPDATE

Due to the sheer size of the game, and memory restrictions, Voodoo Nightmare won't be haunting any 8 bit machines, alas.


The same as the Amiga version in all respects, so obviously the same comments apply.
OVERALL 87\%

## $1 / / / / / / / / / / / / 1$ AMIGA £24.99

The first thing that must be said about Voodoo Nightmare is its sheer size - It's mahoosivel What's more, It's as tough as old boots (no pun intended), and even hardened gamers needn't worry about completing the game in one sitting. There are just so many mind-bending puzzles and traps to overcome, that once you get stuck Into the game you're going to be playing it for weeks until it's finished. The programmer is also a first-class artist and his dinky sprites and jungley backdrops are brilliantly drawn and animated. And to make the game complete, there's a sultable voodoo-esque tune with an eerle thumping beat backing the action. This is one of the best mixtures of arcade action and puzzle solving l've seen of late, so get down to your soffware shop QUICK and check it outl

ROBERT SWAN
GRAPHICS $90 \%$ SOUND
VALUE 84\% PLAYABILITY 88\% OVERALL 87\%

##  <br> 

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## MAGIC SWORD

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As you all might have guessed, it's a beat 'em up in which you have to stroll along the landscape slicing the seven shades of shinola out of anything that gets in your way, before your en ergy bar ls worn down.

An unusual twist is that If you collect the keys tittered around the place, you can open a prison đoor and free the occupant - who follows your footsteps and acts as a sort of power-up extra person. Ninjas, Wizards, Dwarfs and Amazons can all be freed to join you, although only one character can follow you at once.

Although Maglc Sword offers very ilttle in the way of new and original ideas, it's slick, colourful and well executed and should appeal to any slash 'em up tan. JULIAN RIGNALL


113


Being a big Roadblasters fan, and hearing that Hydra has been billed,
"Roadblasters on water*, I've been looking forward to this for ages. But now I've played it, I must confess to being very disappointed indeed.

You're given control of a swift ' $n$ ' nifty superboat that's armed to the bows with weapons, and have to deliver goods to a destination further down the river. There are plenty of enemy ships trying to stop you, so avoid their shots and blast them out of the way. The further you go into the game, the tougher it gets but the goods become more valuable, meaning a bigger points bonus for completing each mission.

Hydra has a very rough feel to it - the graphics, al-
though fast, are badly defined (some sprites are really poor), and the sound is awful, consisting of some very fuzzy speech and forgettable tunes. To make things worse, the gameplay is very easy to master, and there's very little variety from level to level. Considering some of Atari's recent arcade games, Hydra is a very poor offering indeed. Give it a miss.

JULIAN RIGNALL



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$5,197,770$ Tony Prior (TON), Aldershot. Hants
DEMON WORLD
1,501,500 Martin Deem, Portsmout
DOUBLE DRAGON
1.100.050 Daniel Williams, Derby DOUBLE DRAGON II
891.000 David McCartney, Falkirk, Scotland
DRAGON BREED
1,117.900 Chris Eldred (ELF), Grantham, Lincs
DRAGON SPIRIT
994,375 Jamie Morse (JIM).
Weston-Super-Mare
DYNAMITE DUKE
1,897,700 David McCartney, Falkirk, Scotland
DYNAMITE DUX
340,740 Alex Ware (AJW). Shenfield
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
EXTERMINATOR
$1.078,100$ Alex Ware (AJW), Shen field
FINAL BLOW
1.796,000 Peter Amor, Clevedon, Avon
FINAL FIGHT
2,360,200 Olav E Matias (OEM),

## Sweden

FINAL ROUND
11.945.600 Tim Walker, Brighton FLYING SHARK
3.295,300 David McCartney, Falkirk, Scotland
FORGOTTEN WORLDS
7,819,710 David McCartney, Falkirk, Scotiand
GALAGA 88

## Welcome to the Official UK Highscore Table <br> - the only place where the greatest arcade aces can see their names up in lights. Fancy yourself as a bit of a joystick demon? You do? Well, don't hang about! Log your high- <br> scores on the back of a postcard, or failing <br> that a sealed down envelope and send them <br> off post haste, to ARCADE HIGHSCORES <br> C+VG, PRIORY COURT, 30-32 FARRINGDON <br> LANE, LONDON, EC1R $3 A U$.

## 1,678,070 Chris Ford (CAF), Lanc-

 ing, W SussexGALAXY FORCE
2,850,440 Robert Swan (ROB), C+VG
GANG WARS
171,590 Jeft Purnell (JEF), Clevedon, Avon
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth GHOSTS 'N' GOBLINS
7.554,700 Simon Lennok, N Ireland GHOULS ' ${ }^{7}$ ' GHOSTS
GHOULS 'N' GHOSTS 1,115, 000 Mic
don, Surrey
GOLDEN AXE
295.0 Scott M Irvine. Scotland

HAMMERIN' HARRY
158,600 Gary Harrod, Aylesbury, Bucks
HANG-ON
49,658,320 Martin Deem (MJD). Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
283,760 Mario Gomez, Sevilla, Spain
KARI WARRIORS
1,412,300 Graham Shaw,
Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland

## KLAX

890,600 Julian Rignall (JAZ), C+VG LEGEND OF HERO TONMA
209.890 Chris Ford, Lancing

LINE OF FIRE
3,182,100 Scott M Irvine, Scotland MAIN EVENT
$5.486,800$ Tim Walker, Brighton MERCS
923,650 Peter Avon, Clevedon, Avon
MIDNIGHT RESISTANCE
4,326,100 Peter Amor, Clevedon, Avon
NARC
$5,990,100$ Thomas Matthews
(TMC). Eastbourne, E Sussex NEMESIS
1,642,800 Kevin Cook (KAC), Croydon, Surrey
NEW ZEALAND STORY
3.500.000 Martin Deem, Portsmouth NINJA WARRIORS
238,100 TOD, Ballymena, Antrim OPERATION THUNDERBOLT
1,300,650 Ryan Humphries, Durkar, Wakefield
OPERATION WOLF
$5.340,120$ P Kollas, Greece ORDYNE
997,360 Michael Campbell, Croydon, Surrey
OUTRUN
$56,024,110$ Peter Amor, Clevedon, Avon
PACLAND
4,936,910 Martin Deem, Port-
smouth
LINE OF FIRE
3,182,100 Scott M Irvine, Scotland
MAIN EVENT
$5.486,800$ Tim Walker, Brighton
MERCS
923.650 Peter Avon, Clevedon,

Avon
MIDNIGHT RESISTANCE
4.326,100 Peter Amor, Clevedon. Avon
5.990,100 Thomas Matthews

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NEW ZEALAND STORY
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NINJA WARRIORS
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OPERATION THUNDERBOLT
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OPERATION WOLF
$5,340,120$ P Kollas, Greece
ORDYNE
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don, Surrey
56.024,110 Peter Amor, Clevedon,

Avon
PACLAND
4.936,910 Martin Deem, Portsmouth PANG
1,068,300 Carl Wakefieid, More-
cambe, Lancs
P. 47

3,913,140 lan Perryman, Plymouth

## pow

244,100 Daniel Williams, Derby
POWER DRIFT
$5.798,625$ Morris Wilson (BMW). London
2,700.598 Paul Bristow, Erith, Kent QUARTET
8.576.750 James Washburn, Essex AAIDEN
711,600 Gary Harrod. Aylesbury. Bucks
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena. N Ireland AASTAN II
894.950 Jamie Morse (JIM),

Weston-Super-Mare
RAINBOW ISLANDS
16,184,430 Ewen Chug (FED). Darwin. Austrailia
ROADBLASTERS
$1,560,000$ Stu, Melton Mowbray,

## Leics <br> ROBOCOP

$5,800,000$ David McCartney, Falkirk. Scotland
R-TYPE II
716.000 Gary Harrod, Aylesbury. Bucks
SAINT DRAGON
940.370 Colin McWhirter, Ballyme-
na. Nireland
SAGAIA
382.740 Alex Ware (AJW). Shen-
field
10,935,200 Michael Campbell,
Croydon, Surrey
SDI
6.769.280 Graham Shaw (WIL). Loughton, Essex
SECRET AGENT
784.210 Robert Swan (ROB), C+VG SHADOW WARRIORS
217,600 Robert Macauley (MRX).
S.Australia
1.006.080 Daniel Williams, Derby

SIDE ARMS
1,846,800 Graham Shaw.
Loughton, Essex
SILKWORM
$9,836,600$ Jason Oodit, Ashbourne,
Derbyshire
SKY ADVENTURES
8.111 Panayotis Kollas, Greece SKY SOLDIERS
$3.651,250$ Sam Ho, Cheshire
SMASH TV
Gary Harrod, Aylesbury, Bucks
SPLATTERHOUSE
424,500 Daniel Ellis (DAN), Bath,
Avon
392,220 Anthony Wilson (ACE)
Scunthorpe. S Humberside
SCUnthorpe. SHumberside
STUN RUNNER
1.019, 100 Julian Rignall (JAZ).
C.VG

SUPER CONTRA
12.858,900 Gavin Davis, Swansea

SUPER HANG-ON
BEG: 29,874,670 Martin Deem
Portsmouth
JUN: 38,911,000 Martin Deem
Portsmouth
SEN: $51,000,000$ Martin Deem,
Portsmouth
EXP: 24,090,220 Martin Deem Portsmouth
SUPER MONACO GP
4.372 Christer Bjorkman, Finland

SUPERMAN
5,261,700 Graham Shaw (WIL).
Loughton. Essex
TEENAGE MUTANT NINJA TUR-
TLES
6.938 Sean Brewer, Hampshire

TERRA FORCE
999,900 Panayotis Kollas, Greece

## TETRIS

186,320 Jeff Purnell (JEF), Cleve-
don, Avon
TIGER ROAD
1.740,000 Firoz Rawat, Manchester

THUNDERBLADE
12.680 David Muscroft, Sheffield THUNDERCROSS
30,433,020 Scott Redshaw (RED).
Sheffield, Yorks
TOOBIN:
18.798 .164 Alex Ware, Sheffield TRUXXTON
$15,180,300$ Kevin Cook (KAC),
Croydon, Surrey
TURBO OUTRUN
49,347,200 Wesley Murray (WES),
Croydon, Surrey
TWIN COBRA
$5.440,247$ P Kollas, Greece
UN SQUADRON
1,580,000 Gary Harrod. Aylesbury.
Bucks
VIGILANTE
102,420 Michael Azzopardi (MIK).
London
VINDICATORS
1,467,400 Hwo Li Lam (DRY), Lei-

## cester

## VIOLENCE FIGHT

14,105,260 Colin Chung (COL), is. lington, London
VULCAN VENTURE
$1,037,200$ Keith Bradley (EGR),
Kent
WARDNER
9,999,990 Michael Campbell, Croy-
don, Surrey
WONDERGOY III
748,520 Panayotis Kollas, Greece

# COMPO <br>  

If you entered a competition in the September issue of this glorious mag of ours, this is the place to look for your name. Did you win? Read on and find out!

## TIME MACHINE COMPO

You lot out there are pretty violence-crazed aren't you? Amongst the huge variety of historical events that you could've visited, the vast majority would've gone to 1066 to watch the Battle of Hastings!! Don't you know it was extremely dangerous? Oh well, for sheer originality alone Walter Allison Jnr of Carlisle wins the five hundred quids worth of holiday vouchers! Hurrah! These ten runner-ups get a pretty dudey Time Machine (in other words a watch!). GARETH DAVIES, MID GLAMORGAN. ANTHONY HARRIS, HEREFORD. ROBERT HEWLETT, HITCHIN. NEIL HEWITT, BRISTOL. MATTHEW FALLON, WARLEY. MARCO CIGLIA, BATTERSEA. S S WRIGHT, RAF ALDERGROVE. DAVID SALTER, PAIGNTON. IAN ANDERSON, BIRSTALL. BRIAN LESTER, MARKET HARBOROUGH.

## HOTLINES

## WIN A MEGADRIVE

Yes indeed! A brand spanking new 16 bit Sega Megadrive up for grabs! Aaow! So, to quote Sir Jimmy Savile: "Now then, now then, Dr. Sega. Does MICHAEL BARRAT from DUNDEE deserve this prize?". Of course he does! It's on the way, Mike!

## WIN A GAMEBOY

Oodies of handheid fun from those Nintendo people goes to JEFFREY SPENCER of MAIDSTONE. Cor!

## WIN A PC ENGINE

A groovy NEC wonder-machine is heading in the direction of GARETH SMITH of EXETER. What a lucky chap!

## WIN A LYNX

Plenty of Lynx laffs are in the offing for NEIL HARRISON of CHESTER, whose Lynx should be winging its way to him any time now!

## BACK ISSUES COMP

There was never a better time to catch up on those all-important C+VG's that you may had missed. Two (count 'em) consoles were up-for-grabs, but alas and alack, only one reader could emerge as the winner. That lucky chap happens to be ROBERT BENNINGTON from BOOTLE, who walks away with a Megadrive and a Gameboy-the lucky blighter!
THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjuction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.
Don't expect immediate victory though. When you're dealing with the likes of Julian Rignall, Paul Glancey, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!


## PREVIEW

TOYOTA
CELICA GT4 RALLY
GREMLIN
After their rip-roaring Lotus Esprit Turbo Challenge, Gremlin are letting rip with this new racer based on Toyota's World Rally Champion-ship-winning car. Test your driving skill on rally courses from ali over the world, which are rendered in glorlous filled vector graphics driving
skill on tracks all over the world To help you out there's a navigator (who warns you of Immlnent corners with digitised speech), and you get the use of windscreen wipers and headlights as well for driving in the rain and the dark! If it's anywhere near as good as Lotus, GT4 Rally should be one amazing gamel Check out the review - next ish! RELEASE: AMIGA ST AMSTRAD SPECTRUM, NOVEMBER PRICE: TBA


## BUBBLE BOBBLE

## TAITO

Bubble-blowing dinos, Bub and Bob have now made their way onto the Game Boy! Blasting bubbles at baddies is the order of the day in this conversion of Taito's
cutesy coin-op classic and as you can see from the screenshol, it looks like a perfect monochrome version of the arcade game, right down to the two player version (for which you'll need a link cable).
RELEASE: GAME
BOY, TBA
PRICE: TBA


## NARC <br> OCEAN

At last Ocean are almost ready to release their computer versions of what is undoubtedly one of C+VG's favouritest arcade shoot 'em ups! The action revolves around two heavily-armed narcotics squad cops, out to dispose of the city's drug dealing scum with customised UZIs, antipersonnel rockets (l) and an armoured Porsche convertible with twin machine guns. The arcade machine had superb graphics and sound, and the murder-
and-mayhem gameplay was addictive as heck. Ace arcade programmers, Sales Curve (Silk Worm/Ninja Warriors/Saint Dragon) are programming the converslons so you can safely expect them to be just as much fun as the coinop!

RELEASE: ST AMIGA C64 AMSTRAD SPECTRUM, HOPEFULLY CHRISTMAS/EARLY NEW YEAR PRICE: TBA (PROBABLY ST AMIGA £19.99, C64 AMSTRAD SPECTRUM $£ 9.99$ CASS £14.99 DISK)


## M.U.D.S.

## RAINBOW ARTS

Before you start getting any funny ideas, this is not a mud wrestling simulation. It's actually a acronym for Mean Ugly Dirty Sport, a deadly game played at the edge of the universe on the planet Ghold. It involves throwing Ilving frisbees at opponents - a little like a bloodthirsty game of Tron - and avoidting the missiles
they hurl in return. You can take either a managerlal or playing role, with both as fiendish as the other. There are 16 different types of allen, four environments to play it, with no rules whatsoever (including dodgy tackling, hitting and even full-blown fighting)! Sounds like a real hool, dunnit? Well, we'll find out when we come to review it real soon. RELEASE: ST AMIGA PC, NOVEMBER PRICE: ALL VERSIONS £24.99

the ST and Amiga and Masterblazer is the result. It takes full advantage of the 16 btt machines' power to produce a game that is "plenty amazoid"! it you thought the 8 blt versions were fast, wait till you see this one. Sadly, pictures can't relate to you the sheer speed with which everything zaps around the screen, but it's fast, furious and fun, fun, funt Check the review out - next ish! RELEASE: AMIGA ST PC, NOVEMBER PRICE: ALL VERSIONS £24.99

## COVERT ACTION MICROPROSE

From Sid Meier, the man who brought you Silent Service and Rallroad Ty. coon (which will be out soon on ST and Amiga fact fans!), comes this intriguing spy simulation which is unlike any others. It seems that espionage isn't all submarine cars and snogging Barbara Bach, and this simulation gives you four scenarios to spy your way out of. There are puzziling code cracking and phone-tapping sections, a "follow that car" game and a bit
into enemy buildings and steal their secrets and plant bugs. Sixteen cities from three major sections of the world can be selected for a par ticular assignment, with different organisations part of any one case! It may sound a bit too complex to be fun, but after seeing an early verslon of the game, we can say that the Meier magic has worked again, making this a fiendishly addictive and unusual game. We awalt the finished game with much anticipation!
RELEASE: PC AMIGA ST, TBA
PRICE: TBA (PROBABLY PCE34.99,


## PREVIEW

## GOLDEN AXE VIRGIN GAMES

Hack, slash, chop, grind! At last, Golden Axe is about to be unleashed, courtesy of Virgin, and from what we've seen, it could be one of the big 'uns for Christmas! Evit titan, Death-Adder has stolen the Golden Axe, and in doing so has caused death and destruction to fall upon the land. Three brave warriors - a barbarian, an Amazon, and a dwarf have set out to recialm the axe, and defeat the
evil one. No easy task, as all of Death-Adder's minions will be doing their utmost to knock seven bells out of youl We've seen the Amiga and Spectrum versions, and both look remarkably faithful to the coinop (as far as their capabilities will allow, of course). Look for a full review in an upcoming ish!
RELEASE: AMIGA ST PC C64 SPECTRUM AMSTRAD, NOVEMBER
PRICE: AMIGA ST PC £24.99, C64 AMSTRAD SPECTRUM E9.99 CASS, £14.99 DISK



## CHASE HQ

## TAITO

Yeah! This is want we want, a Game Boy racer! And not any old racer, mind you, but a conversion of that rip-roaring roadster, Chase HQ. Race across highway and byway, smashing five criminals off the road with your superdooper armoured Police Porsche. The coin-op was brill, the computer versions were tops, and this version looks like it could be absolutely gobsmacking. Watch out for I!
RELEASE: GAME
BOY, TBA
PRICE: TBA

## EXTERMINATOR <br> AUDIOGENIC

Audiogenic's first-ever foray into the mysterious world of arcade licenses is this, the wacky Gottlieb coin-op. It features the player as a bug exterminator (hence the title), but one with a peculiar talent. the ability to shoot laser bolts from your fingertips! Anyway, you must travel from house to house in your neighbour. hood, blatting bugs by the barrowload, picking up power-ups, and avoiding the nasties. It's all quite a laff, really, and as you can see from this C64 screenshot, looks pretty damned swish, too. Acclaimed Commo-
dore artist, Dokk, is responsible for the graphics on this version, and Bob Hare has done the programming. Meanwhile, Keith Birchill (of Ghosts ' $n$ ' Goblins, Space Harrier, Afterburner, and Commando fame) is working on the Spectrum game, and Nik Pelling (alias Orlando) is producing the ST and Amiga games. Quite a line up of programming talent there, but you'll have to wait till next month for the full SP. RELEASE: AMIGA ST PC C64 AMSTRAD SPECTRUM, OCTOBER PRICE: AMIGA ST PC £24.99, C64 SPECTRUM AMSTRAD £10.99 CASS, £14.99 DISK


Set in a future where the Earth is uninhabitable, Lightspeed marks MicroProse's first venture into the lucrative space sim market. The storyline places the player in the shoes of an explorer who has to travel
through a star cluster, in



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